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GENERAL

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*Featuring: Stonewall
Jackson's Way*



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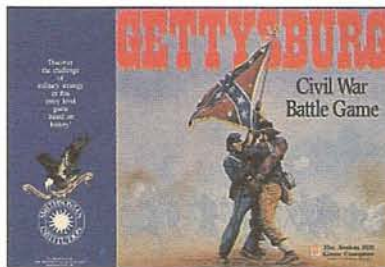
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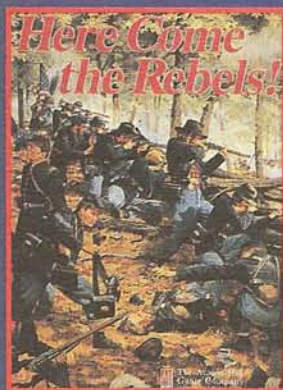
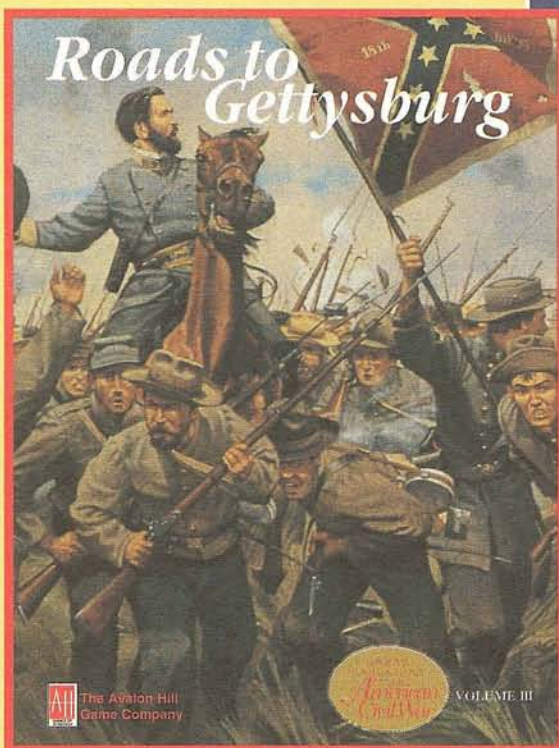
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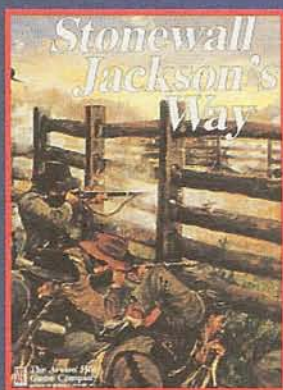
The order was given by General Meade as the Gettysburg campaign was about to begin. When it is over, 50,000 Americans will lie dead and wounded in the rolling hills of Pennsylvania.

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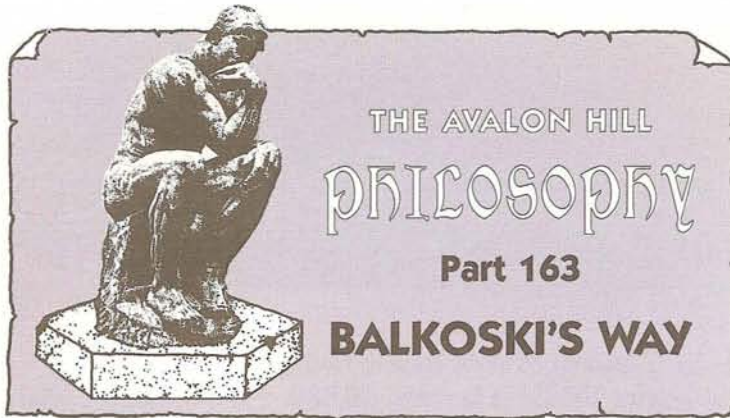
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"We have shared the incommunicable experience of war. We have felt, we still feel, the passion of life to its top. In our youth, we were touched with fire."...*Oliver Wendell Holmes*



Very casual, very laid back. Like two great generals, we look over our men from the comfort of 1994 chairs, reliving the great struggle with coca-colas nearby. I am McClellan; he is Lee. The battle lines are drawn and we cannot retreat. Messages

from Washington: "Attack! Attack!" I glare at my foe; he is confident and assured. His men are ready and waiting. Nothing more to do but sigh and attack. So, I commit my boys. I move them forward, attacking as I go. Move and attack, move and attack, move and attack. They fight valiantly. They die valiantly. My grand strategy fails to push the enemy back.

I lean back in my chair, clasp my hands behind my head and ask, "What did I do wrong?"

My foe, game designer Joe Balkoski, grins sheepishly and replies, "Wrong? I'll tell you what you did wrong..."

Recently, I had the pleasure of interviewing Joe about the *Great Campaigns of the American Civil War* series. I thought that a discussion about the games from the designer would be a good way to show the how and why behind the system. A straight "Designer's Notes" article doesn't always, in my opinion, get to the heart of the issue. A designer's notes are sterilized and perfected, revised and rewritten. What I offer here is Joe's exact words while he slaves over a ham and cheese sandwich with a side order of fries.

How long have you been a wargamer?

God, it's almost embarrassing to admit, but I started gaming when my older brother taught me *TACTICS II*, approximately 1959 or 1960. I was six or seven; so, amazingly, it's been almost thirty-five years. I've been in the hobby for this long, and as a professional, since September 1975 when I had just gotten out of college. A friend of mine was working at SPI. So, I just asked for a job; two or three weeks later, I was working for a game company. And little has changed now for nearly twenty years.

Why did you want to design games?

Well, I guess it's the same reason why anybody else does. I used to play games, both Avalon Hill and SPI. I always felt I had a better way of doing things. I didn't take the approach that many others do—you know, write a letter to the company asking "why didn't you do it this way?", or "can I do it this way?" Basically, I decided that if I didn't like something I would redesign it in my head. There were many times that I was absolutely enamored with an Avalon Hill or SPI game and I would become so used to them that I would modify and change them, improve the realism, improve the playability by adding a few of my own rules, and as I became



a professional in the field, it became very natural for me to do this as a job because it had almost been what I had done in high school for fun. And of course, the abiding love of history is something that drives you. I have an MA in history and I was working toward my PhD before wargaming got in the way. As a historian, I had two choices: I could teach, or God-knows-what-else. For me, the God-knows-what-else was designing wargames. Designing wargames was a really neat way to use history as a profession. And there were so many times that I got up in the morning and said, "God, I'm getting paid for doing what I really like." Whereas many of my historian friends would play games in their spare time, I've always considered myself very lucky to be able to use my love of history and actually get paid in the process. I feel the same way about music. I love music so much that I've actually paid to play...

You're a musician?

Yes, I play folk music. I play piano, harmonica, percussion. Basically, there's a style of music called "old timey." It's a precursor to bluegrass. That's sort of what I'm into. I love the traditional American musical forms, folk stuff. I'm in a band—I actually get paid, which amazes me.

Do you see a connection between music and game design?

Oh yeah! Absolutely. First of all, in both professions, you have to work very hard to stay at the same level. When you design a game, for example, you have to hit a home run with it. You could have hit eight home runs in your previous at bats, but if you strike out in this particular game you look like a dope. Same with music. You can have a great performance, but next

time, if you don't hit it, they hate you—you're a bum. I mean, you can never rest on your laurels, particularly in game design. You always have to work to maintain the pace that you've established, maintain the realism and playability that you want. You know, every game you do is a challenge. And it's always fun, and very rewarding when you succeed.

What games have you designed—for AH and for others?

Well, the first game I was ever assigned was at SPI. I was given the assignment because someone had been fired. That was a very common way that people got ahead at SPI. So I was handed a totally unplayable and forgettable game called *Minuteman*, something about America breaking up in the late Twentieth Century. I wasn't interested in it at all, but I obviously impressed someone at the top because I continued to work there for six years. I did such games as *Wacht am Rhein*, *Atlantic Wall*, *Fighting Sail*, *Patton's Third Army*, *Task Force*. Then I came to Avalon Hill in 1981. The first thing I did here was almost a total career change. I was hired, not as a game designer, but as the editor of their sports game magazine *All-Star Replay*. It was a lot of fun, but as I said, everything in this industry is a challenge. I thought I had gaming down pat, and then they said I had to be an editor. And this was way before the time of computers—we're talking razor blades and glue. I was the editor for about a year, and then did some games, *FREDERICK THE GREAT*, some sports games, such as *PENNANT RACE*. Then, I started to freelance in 1984. I struck a deal with Avalon Hill where I would no longer be a full time employee, but I would work on a game-to-game basis. And that has proved to be really what I like, to be able to work at home, choose your own projects. Since that time, I've done the *FLEET* Series, *KOREAN WAR*, *OMAHA BEACHHEAD*, *LEE VS GRANT*. Around about 1990-91, I got the bug to do a Civil War series. I'm now on my fourth title in the series; the first being *STONEWALL JACKSON'S WAY*, the second *HERE COME THE REBELS*, and the third *ROADS TO GETTYSBURG*. Later, I'll talk about number four.

Isn't there some similarities between *LEE VS GRANT* and this new series?

LEE VS GRANT was supposed to be a stand alone game. I guess I did that one around 1987. It was my first adventure into the Civil War. I've been a Civil War buff ever since my seventh birthday when the Civil War Centennial occurred. I put Civil War history above all other interests, and even though I had been in the field as a wargamer for thirteen years, I had never done a Civil War game, or article, or anything. I really wanted to get into the subject. So, when *LEE VS GRANT* came out, it sold quite well, but I was not quite satisfied with its map and unit scale, and the decision level the players were asked to perform.

(Continued on pg. 23, col. 2)



The Flow of Battle

Combat in the

“Great Campaigns of the American Civil War” Series

By Robert Waters



When I first read the rules of Joe Balkoski's Civil War series, I noticed how effortlessly combat worked into the movement of units. The flow of men marching and attacking has an almost natural quality that I've never seen in any other Civil War game. The flow is simple—you move and attack, move and attack, move and attack, until you're satisfied to stop or the game mechanics force you to halt. It's quite effortless. The only concern I had initially was “what are these attack types” and “when is the best time to use a Column of Route attack over a Normal attack?” If you've played this series enough these subtleties are apparent. If you haven't, you should know that there are instances during a game when you have enough movement to declare more than one attack type. So, which one should you choose and under what circumstances?

In this article, I will define each attack type and show a “hypothetical” situation where the attack is being made. This should help improve your attack decisions if you're still new to the system.



COLUMN OF ROUTE

Definition: An attack made by a marching unit with no attempt to deploy into line of battle formation.

When it should be used: When a marching unit of overwhelming force confronts an insignificant enemy defender. By using this attack, the marching unit can push aside or eliminate the defender without delaying its march.

When it shouldn't: A marching unit should not use this attack if it outnumbers the enemy force by a ratio of 5 to 1 or less.

Example: The Army of Northern Virginia is advancing towards the Patapsco River, but is met by units of the Army of the Potomac trying to hold the line near Baltimore County. Lee wants as many divisions over the river as “practicable” by nightfall. The two players roll for initiative and the Confederate player wins. He decides to move Ewell and Rodes first (three MPs total) against Gamble, who has foolishly moved across the river without adequate support. Ewell and Rodes move one hex and the player declares a “Column of Route” attack spending 0 MPs, since he outnumbers the enemy cavalry unit 8 to 1. Surprisingly, Gamble decides to stand and fight. Both players calculate combat odds:

Con. Manpower total: 16 / *Terrain Modified Artillery total:* 0 (attacking a rough hex)

Union Manpower total: 1 / *Terrain Modified Artillery total:* 1 (defending a rough hex)

Odds Ratio: 16-2, or 8-1

Type of attack: Column of Route (-3 to Attacker's die roll)

Die Modifier Total: +9 (+7 for ratio modifier; +2 for tactical modifier)

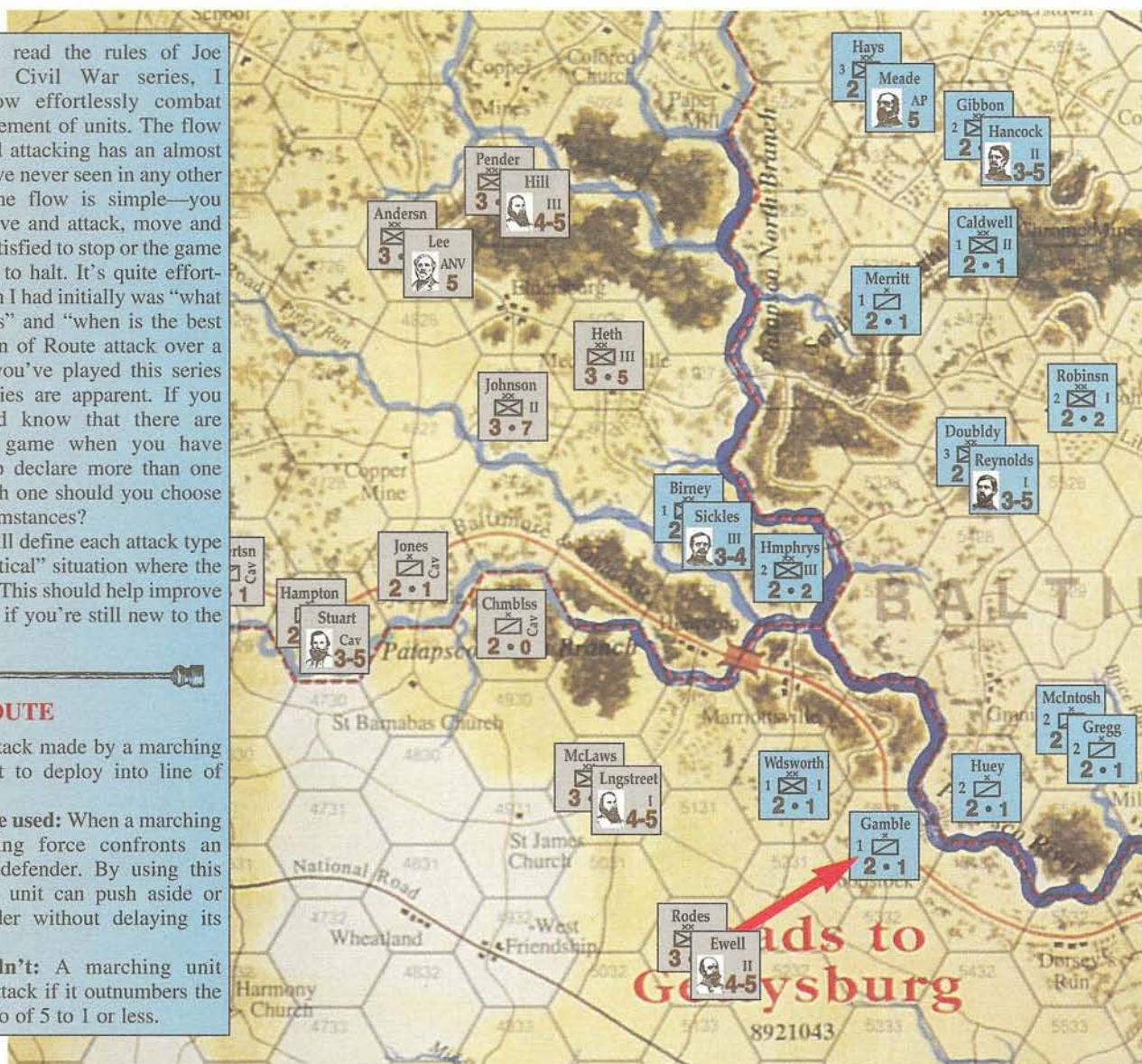
Confederate roll: 4 (4 + 9 - 3 = 10)

Union roll: 4

Modified roll: +6 (10 - 4)

Result: a = Ewell/Rodes / IDR = Gamble

A complete Rebel victory! Gamble's whole brigade is eliminated and Ewell may advance into the vacated hex. Since the attack was a Column of Route, Ewell may continue moving and attacking by declaring another attack on Wadsworth to the north. But the Confederate player decides to advance into the vacated hex and wait. A new Initiative Segment begins.



HASTY

Definition: An attack made by a marching unit with only a minimal attempt to deploy into a line of battle.

When it should be used: When a marching unit must make a key attack but does not have the needed MPs to make a more prepared attack. It can also be used if the marching unit outnumbers the enemy by a significant ratio and does not wish to waste MPs.

When it shouldn't: A marching unit should not use this attack if it outnumbers the enemy force by a ratio of 3 to 1 or less.



Example: The Confederate commander wins initiative again, and decides to turn his attention to the center. Heth's Division has gotten intelligence that Merritt's Cavalry Brigade is sitting just across the Patapsco River. He decides to move. The Confederate player rolls a 6 for MPs and moves Heth along the road and crosses the river to engage. He expends two MPs and decides to make a Hasty attack (spending another MP) at 5-1 odds. Again, the Union Commander decides to hold. Both players calculate odds:

Con. Manpower total: 17 / *Terrain Modified Artillery total:* 0 (attacking a woods hex)

Union Manpower total: 3 / *Terrain Modified Artillery total:* 0 (defending a woods hex)

Type of attack: Hasty (-1 to Attacker's die roll)

Odds Ratio: 17-3, or 5-1

Die Modifier Total: +5 (+4 for ratio modifier; +1 for tactical modifier)

Confederate roll: 6 (6+ 5 -1 = 10)

Union roll: 2

Modified roll: +8 (10 -2)

Result: a = Heth / 2DR* = Merritt

Heth rolls over Merritt. Disorganized, routed, and demoralized, Merritt must retreat four hexes and Heth has the option of advancing into the vacated hex, and could continue by attacking Caldwell's Brigade using a Column of Route, a Hasty, or a Normal attack (since he has three MPs left). He decides not to advance or attack and instead holds his ground until A.P. Hill and the rest of the Corps come up.

NORMAL

Definition: An attack made by a marching unit which deploys into line of battle before making the attack.

When it should be used: Use it when making an attack against an enemy unit when it is more important to drive the unit away from its position than for the marching unit to resume its march after the attack is over.

When it shouldn't: A marching unit should not use this attack if it outnumbered the enemy force by a ratio of 2 to 1 or less, or if the enemy force can be overwhelmed by an attack of lesser cost in MPs.



Example: The Confederates win initiative again. This time, Lee receives word from Longstreet that Wadsworth's Division from Reynolds' Corps is waiting down the road. He orders "Ol' Pete" to attack with McLaws' Division and they quickly move (having four MPs) to engage. The Confederate player moves one hex forward and declares a Normal attack (spending two MPs) at 3-1 odds. Both players calculate odds:

Con. Manpower total: 16 / *Terrain Modified Artillery total:* 0 (attacking a rough hex)

Union Manpower total: 4 / *Terrain Modified Artillery total:* 1 (defending a rough hex)

Type of Attack: Normal (no modifier to Attacker's die roll)

Odds Ratio: 16-5, or 3-1

Die Modifier Total: +4 (+2 for ratio modifier; +2 for tactical modifier)

Confederate roll: 5 (5 + 4 + 0 = 9)

Union roll: 4

Modified roll: +5 (9 - 4)

Result: Ea = McLaws / 2DR = Wadsworth

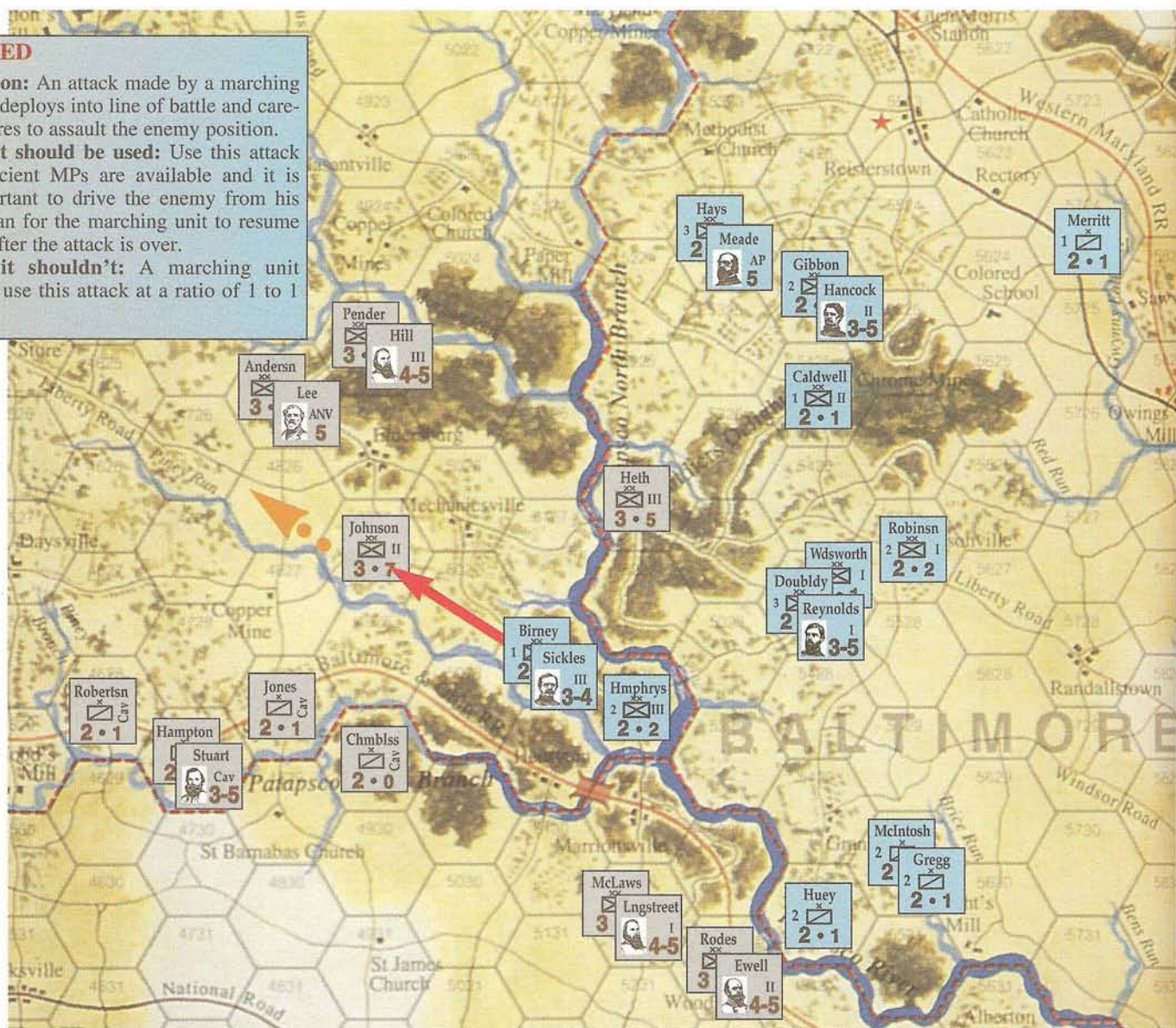
McLaws has a hell of a time, but manages to rout Wadsworth's infantry division. The Union player must now pull Wadsworth back and lose two points of Manpower. Longstreet and McLaws may move forward into the vacated hex, but then must end their turn because of the "E" result during the attack.

PREPARED

Definition: An attack made by a marching unit which deploys into line of battle and carefully prepares to assault the enemy position.

When it should be used: Use this attack when sufficient MPs are available and it is more important to drive the enemy from his position than for the marching unit to resume its march after the attack is over.

When it shouldn't: A marching unit should not use this attack at a ratio of 1 to 1 or less.



Example: This time, the Union player wins the initiative. Determined to redeem his pathetic defenses, the Union commander orders Sickles to advance. Johnson, who has moved out of command radius from Ewell, is waiting just south of Mechanicsville. Sickles (in perfect Sickles fashion), moves forward and declares a Prepared Attack (spending four MP) against the lost Johnson at 1-1 odds. Both players calculate odds:

Con. Manpower total: 7 / *Terrain Modified Artillery total:* 4 (defending a rough hex)

Union Manpower total: 11 / *Terrain Modified Artillery total:* 0 (attacking a rough hex)

Attack Type: Prepared (+1 to Attacker's die roll)

Odds Ratio: 11-11, or 1-1

Die Modifier Total: +1 (a Prepared Attack with no ratio or tactical modifier advantage)

Confederate roll: 1

Union roll: 2 (2 + 1 = 3)

Modified roll: +2 (3 - 1 = 2)

Result: 1Da = Sickles / 1Dr = Johnson

The Union player takes a risk and it pays off. Sickles loses one Manpower point and is disorganized, but can advance into Johnson's hex. Johnson loses one Manpower point, is Disorganized and must retreat. Sickles decides to advance.

EXCEPTIONS

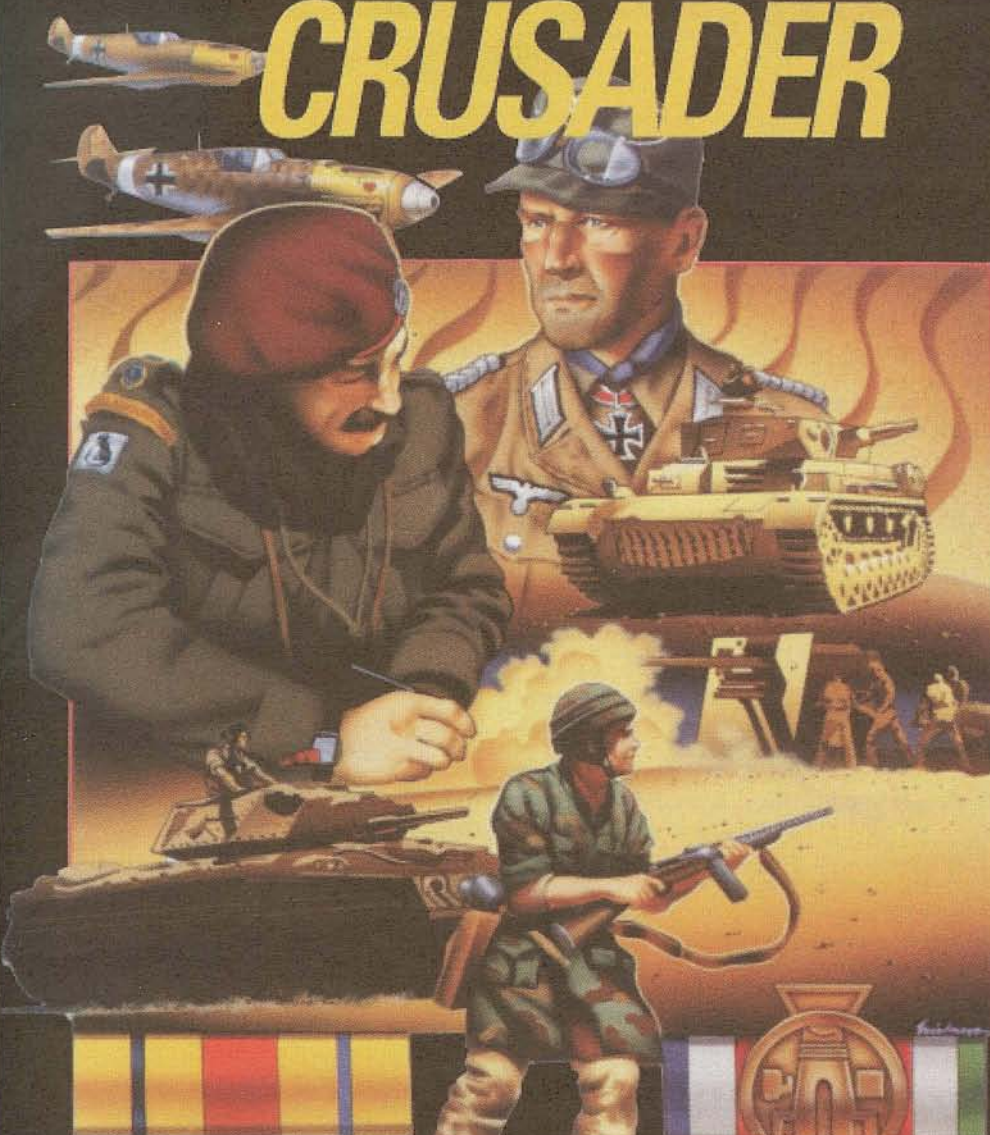
The attacks described above represent the most ideal situations during a march action. As anyone who has played the game can tell you, it's not always so neat and clean. Units are not always set up so perfectly and movement routes are not always so open. But if you want to give yourself the best chance at winning consistently, you should watch your Ratio and Tactical Modifiers carefully (as the examples indicate) so you

can call the right attack on the weakest units. A good "rule of thumb" is to always try to attack the enemy at a 3 to 1 advantage; this yields roughly a 55% success rate. Any attacks below this ratio should be reserved for special cases or last ditch efforts. During the game, there will be moments when it's "advantageous" to make an attack at lower odds (i.e., a Normal attack against a unit when the odds are 1:1). You may have to do this when the scenario is coming to

an end and a hex you must control for victory is occupied by the enemy. The only way to take the hex is to attack, and therefore it's not so important to attack at the best odds—it's just important to try to push the enemy back. Situations like that will come up, and only constant play will give you an idea which attacks are best under which circumstances. I hope these tips have been helpful.

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Letters

Hurrah for Stonewall!

Your game system introduced by *STONEWALL JACKSON'S WAY* is fantastic. As a student of the Civil War, I've tried many of the games on the market and none has truly recreated the great campaigns of the war—until now. I agree that because of the movements of divisions and corps, the battles of the war were often won or lost before the troops actually came into contact (the Fredericksburg campaign and the battle of Cold Harbor are good examples). When I saw that *SJW* was a division level game on a one mile per hex mapboard, I knew that you had a winner. I have played several scenarios over and over, and I've been very entertained. A few days ago I purchased *HERE COME THE REBELS* and I'm looking forward to playing its scenarios as well. I know that the temptation to link the two games will overcome me and I'll be spending several hours marching through Virginia and Maryland.

I hope that the plans go through to continue producing the other games in the series. Including the Peninsula and Seven Days Campaign to the series is an excellent idea. This very important phase of the war is most often over-looked, even though it offers some of the best examples of operational campaign strategy and tactics during the war. Including a First Bull Run scenario or expansion kit is also a great idea. I hope that you will not exclude the Fredericksburg and Chancellorsville Campaigns. Your system is a masterpiece and excluding these two major campaigns would leave your work incomplete.

Congratulations and keep up the good work. I'll be waiting with fixed bayonets and blanket rolls for the other installments in the series.

Steve Curtis, Virginia

Blue Chips and Counters

Dear Editor:

I'm a long time subscriber and customer who has spent well over \$1,000 on your products since I bought my first AH game, *KRIEGSPIEL*, more than 20 years ago. Among other things, I own the entire *ASL* collection. I play board games exclusively.

I read your commentary about the shift in emphasis of AH from board games to

computer games with great interest and some concern.

But let me say that I cannot fault your arguments, although I'm certain many will. Business is a cold thing. If the numbers show that AH must shift its focus to computer games to prosper, then it must. I can only hope that you will continue to devote as much effort as is economically possible to board games.

There's something about a board game that simply cannot be matched in a computer game. The manipulation of the playing pieces, developing an understanding of the charts, studying the rules—much of this is buried in the program of a computer game. Computer gamers will tell you this allows you to concentrate on game decisions and results. But the depth of understanding of the game is lessened, just as a student can punch in the square root on a calculator without knowing how to figure a square root. This isn't necessarily bad, but some of us want to know how to do the figuring.

So, as I understand your bottom line, AH must shift its priorities to computer games to survive and prosper. Then do it. Just keep your promise not to forget the board games and board gamers who gave you the platform from which to make this leap into the future.

James Whorton, Louisiana

Dear Editor:

I'd like to pass along a few comments about the change in focus announced in *The GENERAL*, Volume 29, #2. I'll have to admit some mixed feelings. As a 25 year veteran of the cardboard battlefields, I feel a certain sadness at the passing of an era—perhaps not unlike the emotions provoked in old cavalymen when they saw tanks for the first time. Yet, I too have turned to my computer more and more, especially since I got my modem and joined the "information highway."

And I've never felt that the wargame hobby was defined by the medium it used (after all, cardboard counters and hexes are lacking or subsidiary in games such as *UP FRONT*, *NAPOLEON'S BATTLES*, and *DIPLOMACY*, as I noted in my "History of Wargaming" article in *Strategy & Tactics*, July 1990). "Is a wargame defined by cardboard and hexagons?" If not, computer

games can be seen for what they are: just another technique for modeling what can never really be simulated, the business of, as H.G. Wells called it, "Great War."

AH's announced change of direction is a truly watershed event in the hobby. Most of the other larger firms in the hobby such as TSR and GDW have at least dabbled in the medium as well. Your conversion of software in lieu of paperware may be the psychological turning point for many waivers. By the end of the decade, I think paper-based games (of the traditional sort) will be very much a niche market serviced for the most part by small publishers. On the other hand, I think the alternative styles of game presentation, such as miniatures, the block games and card games will be virtually unaffected, and may even grow.

Seth Owen, Massachusetts

"History" in the making!

Good luck with the new direction of the company. The idea of a historical article in *The GENERAL*, similar to *The Marquis De Lafayette* in 29, #2 is an excellent one. Everyone can enjoy these, not just people interested in a particular game. These, coupled with an *ASL* article and one or two *ASL* scenarios each issue will keep my subscription for a long time.

Lee Conner, Nebraska

To Be King!

I wanted to take the time to write you this letter in order to congratulate you on your computer version of *KINGMAKER*. I recently purchased this game and have been truly impressed by its faithfulness to the original boardgame design. I hope you continue to put out more computer versions of your boardgames in the same fashion. I would especially suggest such classics as *WAR & PEACE*, *WOODEN SHIPS & IRON MEN*, *NAPOLEON'S BATTLES*, *PANZERBLITZ*, and *PANZER LEADER* be next on your list. Crucial to these offerings would be the ability for custom scenario design and/or campaign options, features which make these boardgames stand out.

John Boston, Alabama

OIL WARS

The Campaigns In Iraq and Iran

(Reference Notes to ASL)

By David Meyler

Political stability in the Middle East had never been in Britain's "imperial" interest. Arab nationalism had been a useful tool to use against the Ottoman Turks in WWI, but their hopes of a unified state afterward were to be disappointed. Instead, after the Great War the British and French ensured the region would be left fragmented. Only in Saudi Arabia was a measure of stable independence won, and this only after a long military struggle. In 1939, France controlled Syria, while British influence was maintained by treaty over Egypt, Palestine, Iraq and a series of Persian Gulf emirates. The region, of historic strategic importance in guarding the flank of British India, gained further significance with the opening of the Suez Canal and the growing dependence on petroleum. By 1940, Iran and Iraq were the world's biggest producers, that year alone pumping 8.6 million and 2.5 million tons of crude respectively.

In the crisis of late 1940 and early 1941, with Nazi Germany at the height of its success, the colonial fragmentation of the Middle East suddenly seemed a short-sighted blunder. Syria, under Vichy French administration, was now in the Axis camp (even if it was uncertain how far the French authorities there would cooperate with German dictates). Meanwhile, Arab nationalism, once focused against the Turks, was now directed at the British "oppressors". Iraq was a "hotbed of anti-British sentiment"; and if Iraq went over to the Germans, it was deemed quite likely to be followed by neutral Iran to the east. In early April, Churchill concluded that the Middle East was slipping under the "Nazi spell" and that only prompt British military intervention could prevent serious setbacks for the Allied cause. He proceeded to bombard General Archibald Wavell, Britain's Commander in Chief of the region, with cables calling for action. Wavell, facing the onrushing triumphant *Afrika Korps* to the west, demurred and delayed.

The difficulty in Iraq was a legacy of World War I. Resentful Iraq had been directly administered by the British under a League of Nations mandate until 1932. It was then made into a nominally independent kingdom, but ruled by a regent wholly dependent on British support. In preparation for the British withdrawal, an Anglo-Iraqi treaty was signed in 1930; by its terms, Britain retained two bases in the country, one at Basra and one at Habbaniya, as well as the right to transport troops across Iraqi territory. Meanwhile, a nationalist movement had begun to crystallize around the new Iraqi army. This "pan-Arabism" was initially focused simply against British policy in Palestine, which (officially at least) supported extensive Jewish settlement there, and against the continuing French occupation of Syria. But the British managed to make it much more.

In late 1940, Rashid Ali el-Gailani became the prime minister of Iraq through popular mandate. He had served expertly as premier in the early 1930s, and while an acknowledged supporter of pan-Arab nationalism he was not at this time expressly anti-British. In the rapidly deteriorating military situation of late 1940, however, London was not comfortable with this new premier, and put pressure on the current regent, Emir Abd al-Ilah, to dissolve the elected government and appoint a new cabinet and prime minister more to London's liking. After a round of political maneuvering, Rashid Ali was finally removed on 30 January 1941; but the Iraqi army, under the growing influence of the Golden Square nationalist movement, refused to accept what it saw as unwarranted British interference in internal affairs. What had started as an Anglo-Arab

dispute over policy had now grown into a direct ideological confrontation between Iraq and Britain. Still, neither side was quick to provoke the other. The situation simmered for a month. Then, on 1 April, the Iraqi army staged a bloodless coup bringing Rashid Ali back to power, while the regent fled to Amman, the capital of his pro-British uncle, the Emir Abdullah of Trans-Jordan. Churchill's worse fears seemed to be coming true when Rashid Ali proclaimed a "government of national defense".

The Golden Square had indeed been in contact with the Axis for possible support against Britain, but not much had come of their tentative probes. Italy, itself a nearby colonial power, was not trusted by the Iraqis. Among the German foreign service and military establishment, Arab nationalism held low priority. (Nazi philosophy placed Arabs rather near the bottom of the racial list.) The immediate attention of the German policy-makers was focused on the Balkans and Crete, with long-term planning proceeding for the invasion of Russia. Only Ribbentrop backed armed intervention in the Middle East, but there was little advantage seen in investing any kind of significant force. Ernst Woermann of the German foreign office summed the situation up when he wrote, "...open resistance by Iraq against England could have only a brief success." The Arab "card", if it was to be used at all to German advantage, would only be played after the defeat of the Soviet Union.

But the bogey of an Axis conquest of the Middle East, and with that the threat to India, seemed real enough to the beleaguered British in early 1941—especially with Rommel's *Afrika Korps* crashing forward towards Egypt. Even the tentative contacts between the Golden Square and Berlin were enough to make the British determined to eliminate Rashid Ali. Still, there was not an immediate break. General Wavell even suggested reaching an accommodation with Rashid Ali, as all his military resources were tied down in North Africa. Any such suggestion was emphatically turned down. British colonial policy was founded on meeting any "rebellion" with force, based on the view that compromise would be seen as weakness. When the new British ambassador to Iraq, Sir Kinahan Cornwallis, recommended that the British garrisons at Basra and Habbaniya be reinforced, Churchill sent an urgent appeal to General Claude Auchinleck, Commander in Chief in India, since Wavell still claimed to lack the men to spare for such. Auchinleck responded by diverting Indian units bound for Malaya and hurrying them to Iraq by sea.

Everyone knew, Britain and Iraq alike, that once these troops landed in the country they would stay there. Still, Rashid Ali complied with the terms of the Anglo-Iraqi treaty and gave his approval for the landing. He hoped that his gesture would persuade the antagonistic British to recognize his government. On 17 and 18 April, an infantry brigade of the 10th Indian Division and some independent artillery batteries, about 3,000 men in all, disembarked at Basra. At the same time, some 400 troops drawn from the King's Own Royal Regiment were airlifted from India to Habbaniya. When British willingness to deal with the new prime minister was still not forthcoming, Ali was pressured by his military into informing the ambassador from the United Kingdom that no further British forces could land in Iraq until those already in the country had passed through. Acting on orders from Churchill, on the 28th Cornwallis smugly informed Ali that 2,000 more troops would soon be landed at Basra. In reaction, Rashid Ali responded in no uncer-

tain terms that these would not be allowed to enter until the first contingent had left Iraqi soil. Cornwallis, now alarmed at Iraqi determination, ordered the evacuation of British dependents from the country upon the conclusion of the meeting. (About 230 British nationals managed to reach Habbaniya the next day; another 500 or so were trapped in Baghdad and took refuge in the American and British legations, where they would remain for a month.)

At dawn on 30 April, Iraqi units established Anti-Aircraft and artillery positions on 200-foot high plateau a half-mile south of the Habbaniya base. By evening the forces facing the British there had grown to 9,000, and Iraqi armored cars took up positions no more than 500 yards from the base. Habbaniya was under siege. Meanwhile, other Iraqi formations were cutting the roads around Basra. Although the landing of the additional British troops there was unopposed and no shots were fired, Basra too was isolated. The "Iraqi Revolt" had begun.

The Iraqi army was neither fully equipped nor trained, and many of its officers were not keen on an open confrontation with the British Empire, even in its current position of weakness. Yet the British government, beset by endless disaster, had fully expected the Iraqis to cave in to their demands and had not anticipated a new war. While his High Command argued about what to do, Air Vice-Marshal H.G. Smart struck a blow on his own. A night raid on 5 May by Assyrian levies (who had held a long-time enmity against the Arabs), was followed up by a full-scale assault by the King's Own Royal Regiment. The Iraqis had already been demoralized by repeated air raids (the small Iraqi air force having been rapidly suppressed) and withdrew to a major crossing on the Euphrates River at Falluja.

Meanwhile, the Indian troops at Basra had been ordered to break out and march the 350 miles to Habbaniya, raise the siege there, and then push on to attack Baghdad. But the spring flooding of the Tigris and Euphrates made that impossible. So the British Chiefs of Staff requisitioned manpower from their reluctant commander in Cairo. On 5 May, Wavell received a message from London which stiffly ordered him to send a relief force from the Palestine garrison across 470 miles of desert to Habbaniya; afterward it would march on Baghdad. This mechanized group from Palestine, dubbed "Habforce", duly set out. It was based around elements of the recently mechanized 4th Cavalry Brigade and a lorry-borne infantry battalion of the Essex Regiment, detachments of field artillery, anti-tank guns and engineers, the 2nd RAF armored car squadron, and some 350 Bedouins (in Ford trucks) from John Glubb's Arab Legion. (It is noteworthy that three squadrons of the mechanized Trans-Jordan Frontier Force refused to cross into Iraq to fight fellow Muslims.)

Not aware that the siege had been lifted, on 13 May the British forces crossed the border and raced east along the Iraq Petroleum Company's pipeline. Ranging far ahead of the main column, the Arab Legion scouted enemy forces and even took Rutbah, a massive stone fort where an Iraqi police garrison blocked the road 200 miles west of Habbaniya. Habforce avoided a brigade-sized Iraqi garrison at Ramadi, swinging around the southern shore of Lake Habbaniya, and eventually joined up with the KORR in front of Falluja on 19 May 19.

Here a three-pronged assault was planned. The main attack would be made over flooded terrain from the southwest by a company of Assyrian levies, supported by a battery of 25-pounders and Madrassi sappers. A flanking move from the north was to be conducted by the RAF armored cars from Habbaniya, a company of levies and a detachment of the 2/4 Gurkha Rifles, all motorized, after crossing the Euphrates farther upstream. Finally, a company of the KORR was flown in behind the town to cut the road to Baghdad and block any Iraqi reinforcements. (An Iraqi support

column was indeed on the way, but was dispersed by the RAF before it reached Falluja.) The Iraqi trenches covering the main bridge into Falluja were bombed and repeatedly strafed, and the Assyrians secured both the bridge and town in little more than 30 minutes.

But on 22 May, the Iraqis made a series of determined counter-attacks led by the light tanks of their mechanized brigade. The British line was driven in on the northeast and a company of the KORR was forced to fall back into nearby houses for shelter. Ironically, this was a replica of the training maneuvers carried out by the Iraqi army under British supervision the year before! As the Iraqis pushed through the streets, two of their tanks were destroyed, and the remaining ones pulled back. The next day, an even stronger Iraqi attack was made from the southeast. It again pushed the British back into the town before a counter-attack drove the Iraqis back.

The most sinister aspect of the fighting at Falluja was the strafing of the British forces, for it was carried out by twin-engined Me-110s; in spite of their Iraqi insignia, they were flown by Luftwaffe pilots. The very development that Churchill feared had come to pass: Hitler had belatedly decided to endorse Iraq's new government, and the Vichy forces in Syria had obligingly put their airfields and facilities at the Germans' disposal. The neighboring French were also shipping trainloads of munitions into northern Iraq from Aleppo. By the second week of April, 28 German planes had staged from Syria to Mosul, and three days after their arrival shot down a hapless RAF Audax over Habbaniya and bombed the field there. Churchill stepped up his pressure on Wavell to mount an immediate invasion of Syria. The war was escalating rapidly.

Falluja had showed that the Iraqi Army could fight, but it was to be its last major effort. The Iraqis fell all the way back to Baghdad itself, establishing a main line 18 kilometers west of the capital at Abu Ghuraib on the Washash Canal. The forward terrain was flooded and the main canal bridge covered by an anti-tank ditch. The British advance slowed and then stalled as it approached the natural barrier. A day-long attack on 30 May gained only 3200 meters of boggy fields, and the lead elements still remained more than a kilometer from the Washash bridge. Despite the victory at Falluja, things were not going well for the British. The brigades landed at Basra remained tied down there, while the Iraqis still had strong units at Ramadi and Kirkuk. As well, a British supply column had been ambushed and destroyed by an Iraqi force near the Palestine frontier, underlining the tenuous supply lines on which the British depended. Habforce was in a precarious position.

But in Baghdad itself, Iraqi morale was at its lowest ebb. Promises from the senior officers that major German help would be arriving were now known to be false, and after Falluja morale among the troops plummeted. This was further exacerbated by some very effective British propaganda, spread through a captured telephone exchange. Rumors that Baghdad was threatened by an entire armored division circulated among the populace. On the night of the 30th, after RAF bombers had attacked an Iraqi barracks west of the city, Brigadier Joseph Kingstone was awakened with the news that the Iraqis wished to discuss terms of armistice. On 31 May Rashid Ali was informed that the British had cut the road to Kirkuk (actually, only a detachment of the Arab Legion had set up a temporary roadblock) and he fled his capital for the haven of neutral Iran. On 1 June an armistice was arranged, and the regent restored. The "revolt" was over.

June was spent by the British in invading and occupying the Vichy French colony of Syria. But even as this hard-fought campaign ended in victory when Damascus was taken on 21 June, the German invasion of Russia the next day suddenly overturned the entire strategic balance of the war. Now neutral Iran found itself an unwelcome focal point, the only direct land-

link between the British and Soviets. As the German panzers sliced deep into Russia, this link—not to mention the vital Iranian oil fields—appeared to grow increasingly vulnerable in Churchill's view.

Iran could be called the "China of the West"; an ancient civilization and one-time great power, the Persian empire by 1850 had sunk into semi-colonial status, effectively divided between the Russian and British spheres. The country was occupied by Turkey during World War I, but in 1921 Reza Pahlavi, a colonel in the Persian Cossack division, overthrew the effete Turkish Qajar dynasty and crowned himself *shah*. Thereafter, he followed a policy of cautious neutrality towards Soviet Russia, while limiting British influence without open hostility. In 1927 he secured through negotiation with the two the removal of the "capitulations", the special status enjoyed by Europeans in the laws of his country. He also restored the ancient imperial name of "Iran" in place of Persia. During the 1920s and '30s, the attention of the Iranian army was focused inward, suppressing the numerous semi-autonomous hill tribes and other internal threats to the Shah. Foreign policy attempted to eliminate, or at least balance, outside influence and interference.

The British and Soviet intervention in Iran was based on the "potential threat" posed by the presence of German workers and technicians (numbers are variously estimated from 800 to 3,000, the latter including the families). But it was only a transparent excuse for what amounted to an open invasion and military occupation of a neutral sovereign state. The Allied justification, that they were saving the Iranians from German intrigues has a disappointingly similar tone as German declarations in 1940 that they were "saving" Belgium and the Netherlands from Allied invasion. Pahlavi, though a patriot and extreme nationalist, had early determined that Iran would pursue a policy of scrupulous neutrality. His ports and lands were open to all who followed proper procedure, Iranian oil was sold to any who could pay and transport it, and the Shah's government maintained proper strictly proper relations with all nations, while insuring that none of the country's citizens did otherwise. There was virtually no support for Nazi Germany among either the politicians or the military. All were far more concerned with overseeing Reza's effort to reform and modernize his nation.

But this seems to have made little difference to Churchill, who was convinced that the Germans were secretly building up a fifth column of Iranian sympathizers. The British government, within days of the German attack on Soviet Russia, broached the subject of Iran to the Russians. A joint plan of action was worked out in late July. On 17 August, a British-Russian ultimatum was handed to Reza Shah Pahlavi, demanding that all Germans be expelled from Iran immediately. In reply, the Shah offered to reduce the number of German nationals in Iran, but insisted on retaining those technicians and communications experts who were involved in oil production. Churchill declared the response "an unsatisfactory reply", and ordered the joint invasion to begin. On 25 August, Allied forces moved into Iranian territory without a declaration of war.

The Soviet drive, along both sides of the Caspian Sea, were virtually unopposed. While the slaughter of Polish officers after 1939 by the Soviets was not to be confirmed until later, the Iranian officers must have heard reliable rumors of it and the Russian excesses in the Baltic republics, as they were determined not to end up as Soviet captives. Most of the Iranian units in the north withdrew *en masse*. The 40,000 Soviet troops, in three mechanized columns, met only sporadic resistance (much of this, ironically, from the tribesmen in the hills that Reza Pahlavi had sought to bring under control). Commencing with attacks on the 25th at Tabriz, Rasht and Qazvin, which caused great loss of civilian life, the Red Air Force bombed the capital of Tehran almost daily.

In the south, the British incursions saw rather more opposition. The 19,000 British troops, mostly Indian, had two objectives: the oil fields at Abadan on the Persian Gulf, and those farther north at Nafti-Shah. After being ferried from Basra, multiple landings were made around Abadan by the 24th Indian Brigade. Two Iranian gunboats were quickly sunk by British warships with a heavy loss of life. The landings of the 2/6 Rajputanas on the quays of Abadan were delayed by civilian shipping docked there, and the Indians were then held up at the dock area for most of the day with the constant fear that the refineries would be blown sky high by a chance shell. Farther upstream, the 1st Kumoani Rifles attacked via the European quarter against stiff resistance. It was not until 2,000 hours that the Kumoanis finally linked up with the Rajputanas, securing the refineries intact. A simultaneous assault on the naval barracks at nearby Khorramshahr was undertaken by a company of the Baluchi Regiment, supported by naval fire of the *HMS Falmouth* and *HMAS Yarra*. A land assault by elements of the 18th Indian Brigade took the town and fort that night, supported by units from the 24th Indian Brigade which had been charged with securing their flank. The 24th Indian Brigade itself had made a long looping drive across the desert, overcoming the fort at Qasr Shaikh which anchored the Iranian defenses, to drive on Khorramshahr from the north. That same night Australian and Baluchi contingents seized a number of Axis merchant ships in an "act of modern piracy".

Meanwhile, the 10th Indian Division thrust across the border near Khanaqin (Iraq) and secured the Nafti-Shah oil fields before the surprised Iraqis could react. General W. J. Slim, recalled from Syria to take overall command of the operation, then began a long drive toward Tehran. The Iranians had a strong force at the Pa-i-Tak pass, and halted the Indians with heavy machinegun and artillery fire. The Warwickshire Yeomanry made a flanking drive to the south, striking the main road behind the Iranians and seizing the town of Gilan around noon. No doubt alarmed that their escape route was in danger, and faced with ammunition shortages and RAF bombardments, the Iranians withdrew during the night, leaving the pass undefended.

With Kermanshah, Slim's next objective in sight, on 27 August the lead regiment of the 9th Armoured Brigade, the Warwickshire Yeomanry, was ambushed at Zabiri ridge. Here the British advance was again halted. The village at Zabiri was cleared, but accurate fire by Iranian heavy guns combined with long-range machinegun fire halted the British when they tried to move up the highway from it. The modern 155mm Iranian guns outranged the old British field pieces, and a frontal assault was planned by Slim's staff for 28 August to clear the hills above the town. For their part, the Iranians had elements of two infantry divisions in place and were planning a counterthrust, to be begun by a sabre charge by a full cavalry brigade. But the test of strength never came. At 0830 hours on the 28th, General Muqadam, commander of the Iranian forces, received the Shah's orders to cease resistance and arrange a truce as part of the general cease-fire.

Whether by policy or simple indecision is not clear, but the Shah had never ordered full mobilization. In fact, the frontier units received no direction from Tehran, and resistance was left up to the local commanders on the scene. Some 30,000 reserves were called up during the week between the ultimatum and the invasion, but were not sent to the active units. Reza Shah was apparently still trying to hold a middle road, putting up only enough resistance to satisfy the Germans should they win the war, but without resorting to a full conflict that would devastate his country.

The British, even as they began a "victory march" to Teheran (entered on 17 September), were desperate to find a replacement for Reza. But their best candidate, the young heir of the deposed Qajars, could not speak a word of Farsi. Worse, such a move would be widely resented by the Iranians, who hated the Turk-

ish-descended house. Shah Pahlavi, however, solved their dilemma for them by abdicating in favor of his 22-year-old son (Mohammed Reza Pahlavi, who ruled until deposed by the 1979 revolution) and a new prime minister who agreed to cooperate fully with the Allies. The elder shah went into exile on the island of Mauritius. The British advance proceeded without hindrance, meeting the Russians at Qazvin on August 31.

A strong garrison of three to four Indian divisions was left in Iran for the duration of the war. Ironically, the German threat to the region had completely evaporated by the end of 1942, when the Indian forces could have been of considerably more use in North Africa or Burma. Long years of hindsight, with numerous wars and continuing regional instability, also asks the question if Allied long-term interests might have been better served by less heavy-handed tactics grounded in the out-dated colonial policies. But there is no denying that the British got what they had wanted from the campaign: control of both the land-link to the Soviet Union and of the rich oil fields.

The Forces of the Oil Wars

The whole Iraqi Army was a wholly British creation. It comprised four infantry divisions with a mechanized brigade, in total about 50,000 men. The 1st Division, stationed at Baghdad, had two first-line infantry brigades, a field artillery brigade, a mountain artillery brigade and a cavalry squadron. The 2nd and 3rd divisions each had three infantry brigades, two field artillery brigades, one mountain artillery brigade and a cavalry squadron. The 2nd Division was based at Kirkuk, while the 3rd was based at Baghdad. The 4th Division, at Diwaniya and Basra, had one first-line and two second-line infantry brigades, with one mountain artillery battery attached. The mechanized brigade comprised two mechanized infantry battalions, one mechanized machinegun company, a light tank company, an armored car company and one mechanized artillery brigade. It was the 1st and 3rd Divisions with the mechanized brigade that bore the brunt of the fighting in May 1941.

A first-line Iraqi infantry brigade had a brigade HQ (with two Lewis MG, five officers and 20 men) and three battalions. A battalion comprised an HQ and four rifle companies (each with three rifle platoons and one LMG section). The normal complement of two Bren guns per section was being increased to three even as the war began. A second-line battalion had three rifle companies, each with three platoons; instead of a support company there was one MG platoon with four Vickers and one AAMG section. Organization and equipment was otherwise identical to standard British patterns (albeit older equipment). The main role of the Iraqi army was to provide internal security. During the period of their mandate, the British had not wanted to build a force that could pose a threat to neighboring colonies. With the outbreak of war, the Iraqi army was soon starved of equipment and supplies. One of the Golden Square's requests to the Germans was for British anti-tank rifles and .303" MG rounds, none of which the bemused Germans could supply of course.

In terms of air support, the tiny Iraqi force in November 1940 had only 57 serviceable aircraft, including seven Gladiator fighters, four Breda 65 fighter-bombers and four Savoia 79 medium bombers. The German military commitment to Iraq consisted of just 14 Messerschmidt Bf-110s and seven Heinkel He-IIIIs, which arrived May 15. The Italians belatedly sent over 12 CR-42 biplane fighters, these arriving on 27 May.



Iraqi forces are represented by Axis Minors counters with British weaponry. All weapons and ordnance are interchangeable with British ones, and the usual restrictions on the use of captured weapons would not

apply in scenarios involving British versus Iraqi forces. Principal ordnance included 18-pounder guns, 3.7" howitzers, 2.75" mountain guns and 3" mortars. The standard light tank was the obsolete Mk II, an early version of the Mk VI, while the armored car companies likely used Rolls Royce or similar model British-built vehicles.



The Iranian army, or *artesh*, was the personal creation of Reza Pahlavi. Before the 1921 coup, there had been no central army. The Qajar "army", aside from a small royal guard, was largely an agglomeration of semi-independent tribal levies (not that much different from the Persian armies that faced Alexander the Great). In 1921, when the Pahlavi revolution came, there were three effective military formations in the country. The Swedish gendarmerie, 8500 men, had been established in 1911 as a relatively neutral security force to guard the royal court, but it soon fell under German domination. British interests in the southern gulf region were secured by the 6,000-man South Persia Rifles, raised in 1916 and led by British officers. Finally, there was the famous Persian Cossack Division, established in the 1870s as a brigade. Officered by Russians, it effectively gave Czarist Russia control of northern Persia until the 1920 Civil War, when the last Czarist Russians left and the unit, by default, came under the control of Iranian officers.

It was not surprising that Reza Pahlavi, a military man, should use the army as his main base of power, both for political purposes and his nationalist reforms. His goal was to centralize the still largely feudal administration, and to eliminate both the internal divisions and external influences that wracked his people. He disbanded the Swedish gendarmerie and the South Persia Rifles (the latter a direct blow against the British, an act for which their Foreign Office never really forgave the Shah). Using the Cossack Division and the remnants of the South Persia Rifles as a cadre, the Shah built up the skeleton of a new army and immediately set about breaking the power of the tribes. This was accomplished in a series of long, grim campaigns in the 1920s. By 1930, the Iranian army numbered 80,000 men. Some 300 officers had been sent to French military schools (and a few to German ones to provide balance) by the government. National conscription was introduced, uniforms were designed, and standardized unit organizations established. The army also served as a model for the Shah's program of "Iranianization", with all military ranks and terms translated into Farsi in 1936.

In 1924, again at the Shah's insistence, Iran began to manufacture its own small arms. Arms were also acquired from Czechoslovakia, Sweden and Germany. AFVs included fifty Czech CKD AH-IV RH tankettes armed with two MG. In 1937, a further fifty CKD TNH light tanks were delivered (an early export version of the LT vz. 38, armed with a 37mm Skoda anti-tank guns and two HMG). From 1931 on, Iran acquired armored cars from Britain, with four Rolls Royce and 33 Marmon-Herringtons in service in 1941 (equipped with 37mm ATG and one MG).

By 1941, the Iranian army had 3,200 officers and 116,000 men in fourteen mixed divisions, one mechanized brigade and five independent brigades. There was also a new gendarme corps comprising seven regiments and fifteen independent battalions. Allied intelligence reported the Shah had considerably raised the standard of efficiency of the Iranian troops, but a lack of funds still hindered his modernization efforts, with shortages of spare parts and ammunition common. There was some disaffection against the Shah among his colonels due to his increasingly autocratic rule, and a few garrisons outside Tehran were reported to have suspect morale. Dispersed into regional garrisons and

caught by surprise, the army proved incapable of stopping the massive Anglo-Soviet invasion. The army's main role had been social and political, while national defense was given a lesser priority. It was essentially geared to deal with any local threat and no deployment might have saved Iran in 1941 when faced with a combined British-Russian attack, the age-old strategic nightmare of Persia. Nevertheless, some units fought with distinction and honor.

Principal units in Abadan included the 11th and 13th Infantry Regiments, and from the 6th Division the 43rd Regiment and a unit of gendarmes. Ahwaz was the HQ for the 6th Division, garrisoned by the 30th Regiment. Kermanshah was the base of the 12th Division, with the 38th and 39th Infantry Regiments, 14th Cavalry Regiment and the 14th Artillery Regiment located between Kermanshah and Naft-i-Shah.

The typical infantry regiment (or *hanq-i-piyade* in Farsi) had a total of 18 Brno HMG, 54 LMG, six 81mm medium mortars and six 37mm Skoda ATG, with 68 officers and 2070 men (fighting strength usually averaged 1600 men). It was organized into three *qurdan* (battalions) with an HQ company (with engineers, hospital troops, etc.) and a close support company (a platoon each of six ATG and six mortars, divided into two-gun sections). A *qurdan* comprised three *qurahan* (i.e., rifle companies) and a machine gun company (three platoons each with two Brno HMG). The rifle companies had three platoons with a somewhat unconventional organization. There were three rifle sections of eight men armed with rifles and two rifle-grenade launchers, and two LMG sections, each based on one Lewis or Bren LMG with crew.

Mobile troops comprised 22 sabre regiments (*hanq-i-savar*), the traditional Persian elite. In addition, there were three camel regiments and the mechanized brigade. The horse and camel regiments had similar organization, with four sabre squadrons and a HMG squadron (two troops, each with four HMG in two sections). The sabre squadron held four troops, with each troop made up of two sabre sections and one LMG section. The mechanized brigade had a unique organization of four regiments. The first comprised one light AA battery with sixteen 15mm BESA guns carried on lorries and six four-gun batteries with 75mm Bofors AA towed by Marmon-Herrington tractors. The 2nd Regiment was made up of two tank battalions, the first with 50 CKD AH-IV RH tankettes and the second with 50 CKD TNH light tanks, and one armored car battalion (19 4x4 Marmon-Herringtons, 14 6x4 Marmon-Herringtons and four Rolls Royce cars). The 3rd Regiment comprised 1100 infantry carried in fifty armored carriers (each carrying a two-man crew, one officer and 20 men) and fifty Belgian motorcycles with a Brno LMG mounted on the side car. The 4th Regiment contained six four-gun towed batteries equipped with a Bofors 105mm gun.

Principal artillery pieces included the "short" Skoda 105mm gun (12 four-gun batteries), "long" Skoda 105mm gun (18 batteries), Bofors 75mm mountain gun (39 batteries), Schneider 75mm guns (ten batteries), Aboukoff 75mm field guns (two batteries), a battery of British guns and 11 batteries of Bofors 75mm AA. Each artillery regiment generally had one field and three mountain batteries. The mountain batteries were carried by pack mule, the remainder horse-drawn—except for the mechanized regiment which used Marmon-Herrington tractors for towing.

Use Axis Minor squads and weapons to represent Iranian forces, with all the general rules for the Axis Minors applied.

The main British units committed in Iraq and Iran were the 6th (26th, 27th and 28th Brigades), 8th (17th, 18th and 19th Brigades) and 10th (15th, 24th and 25th Brigades) Indian Divisions, plus the 2nd Brigade from the 1st Indian Armoured Division (shortly thereafter renamed the 31st Armoured Division) and the 9th

(Continued on pg. 16)

Area News

By Glenn E. L. Petroski

Mail Call

The letters keep coming! To date, only three of my articles (not including this one) have made it to print, but the response is gratifying. Many of you have written and called with congratulations, praise, questions, suggestions, ideas. So, it's time now to sort out my mail and my brain. Please bear with me; this shouldn't be too painful.

The bulk of correspondence that has come in so far has been quite encouraging. There have also been suggestions for improvement of format, style, and coverage in my articles. I'm taking all of this in with sincere appreciation and a critical eye as to how to best implement these ideas. The toughest suggestion came from Don Greenwood. It turns out that I'm too long-inked and he or Bob Waters have had to edit me down to size. From what I've seen, they've done a good job. The trimming that was done to my work in no way detracts from it. But hey! I warned Don. I warned you all and I quote: "I'm not good at brief."

Thoughts and suggestions for topics are specifically solicited and you are sending a bunch of them in. I can only use a few at a time,

and some are best referred elsewhere, but all are taken into consideration. Regardless of which, I do try to respond to all mail in a timely fashion, or at least in time. Sometimes in a hurry, I will respond with short post cards, but be assured that if you write, I will write back. That's a promise.

Also received have been offers of assistance in filling games and GameMastering where needed. Most of the snags I reported earlier have been covered! With constituents such as yourselves, this job is going to be a snap. Thanks for all of your help!

REPORTING IN

BATTLE OF THE BULGE: I haven't heard a thing about this. Is there a PBM competition? Does anyone want to start one? Does anyone know more? Please contact me.

DIPLOMACY: Phil Reynolds is no longer Editor of *Pontevedria*. That has been taken over by Andy York. If you're interested in DIP, send a SASE to *Pontevedria*, c/o Andy York, P.O. Box 2307, Universal City, Texas 78148. (210) 658-6066.

THE RUSSIAN CAMPAIGN: Same status as *BULGE*. One or two players are asking to sign up if there's a competition. Players willing to start if we can find a willing GM.

VICTORY IN THE PACIFIC: Twenty-eight players are now in a Swiss style PBM competition. Tim Greene of Morristown, Tennessee and Louie Tokarz of Chicago Ridge, Illinois are virtually tied for first. Having already played each other, they await other games to finish and players to move up.

WOODEN SHIPS AND IRON MEN: This game finally has a new GM! Those who are or have been involved might want to check your status, and that of the PBM tournament in general. Those interested should contact Bill Rohrbeck, P.O. Box 741 Goffstown, New Hampshire 03045. (603) 497-3894. Send a SASE for response.

Again, thanks for your responses. And as always, I'm at your service,

Glenn E. L. Petroski
210 W. Hunt
Twin Lakes, Wisconsin 53181-9786
(414) 877-4178

Roads to Gettysburg Combat Made Simple

By Charles Bahl

Combat routines that incorporate multiple die-roll modifiers have been one of the better innovations in wargame design in recent years. One of the best implementations of this technique has been in Avalon Hill's *Great Campaigns of the American Civil War*, a new series that so far includes three titles: *Stonewall Jackson's Way*, *Here Come the Rebels*, and the newest release, *Roads to Gettysburg*. Although multiple modifiers work well, sometimes keeping mental track of them can be difficult (especially if you are playing solitaire). To help solve this problem, I've developed a Combat Worksheet that can be used in *Roads to Gettysburg* and the other two games in the series as well.

How to use the Combat Worksheet

The Combat Worksheet provides enough space to resolve eight combat situations, one column per individual combat. Each column is subdivided into two other columns headed "A" (for attacker) and "D" (for defender). Spaces are provided in each column to write in combat values, modifiers, die rolls, or combat results.

Line-by-line instructions for filling out the Worksheet follow. Rule references are to relevant games in the *Great Campaigns of the Civil War* series.

Combat Value: The total of all Combat Values involved in the combat situation. Space is provided for both the attacker and defender values. See rule 7.0 Combat; in particular, 7.2 and 7.3.

Modified Artillery: The total of all modified Artillery Values participating in the combat. See rule 7.2.

Blank: Space for any additional Combat Values that may be implemented in future games of the series.

Total: Total of Combat Values and Modified Artillery. To be used in the calculation of the Ratio Modifier and the final combat result.

Ratio Modifier: Die-roll modifier based on the ratio of Attack Value to Defense Value. Applies to the attacker only. Rule 7.4.

Tactical Modifier: The attacker's Tactical Value minus the defender's Tactical Value. Applies to the attacker only. Rule 7.4.

Terrain Modifier: Based on the terrain the defender occupies. Applies to defender only. Rule 7.4.

Type/Corp Modifier: Based on the type of attack chosen by the active player. Attacker only. Rule 7.4.

Flank Modifier: Applied if combat involves a flank attack. Size of the modifier is based on the category of flank attack. Attacker only. Rule 7.4.

Rain Modifier: Applies to Advanced Game only. Attacker only. Rule 14.1.

Lee Modifier: *Here Come the Rebels!* only. Applies only to the Confederate player if General Lee is stacked with the active corp leader during a corp assault. Attacker only. Rule 7.4.

Union Panic: *Stonewall Jackson's Way* Advanced Game only. Applies only to the Union player after a "panic" combat result occurs. Applies to attacker and defender. Rule 18.0.

Blanks: Spaces for any additional modifiers that may be implemented in future games of the series.

Total Modifiers: The sum of the above modifiers. Rule 7.1.

Die Roll: The actual combat die roll. Rule 7.1.

Modified Die Roll: The die roll after the modifiers have been added. Rule 7.1.

Die Roll Difference: The modified die roll of the attacker minus the modified die roll of the defender. Rule 7.1 and 7.5.

Combat Result: The combat results from the Combat Chart. Rule 7.5.



Great Campaigns of the American Civil War Combat Worksheet

	A	D	A	D	A	D	A	D	A	D	A	D	A	D	A	D
Combat Value																
Modified Artillery																
Total																
Ratio Modifier																
Tactical Modifier																
Terrain Modifier																
Type/Corp Modifier																
Flank Modifier																
Rain Modifier ¹																
Lee Modifier ² <small>(Confederate Player only)</small>																
Union Panic ³ <small>(Union Player only)</small>																
Total Modifiers																
Die Roll																
Modified Die Roll																
Die Roll Difference <small>(Confederate Player only)</small>																
Combat Result																

Footnotes:

1. Advanced Game only
2. *Here Come the Rebels!* only
3. *Stonewall Jackson's Way* Advanced Game only

As Others See Us

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ROADHILL

By Richard Ashley

In this age of magical card games, it's refreshing to know that some of you out there haven't overlooked Avalon Hill's great line of card-based games. The review that follows was written by Richard Ashley for Cut & Thrust, a small amateur gaming magazine published out of England. Thanks to Richard, good games like ROADKILL don't go unnoticed.

Another game to go to the top end of my favorite games list. It really is great! Don Greenwood of Avalon Hill has done to Battle Cars/Car Wars what he brilliantly did to SQUAD LEADER with the classic UP FRONT. After his disappointing ATTACK SUB, he has now gone back up in my estimation as one of the great game designers. If you think I am going on a bit—tough. I haven't had so much fun playing a game to review for a long time. Yippee!! Now I shall calm down and tell you about it. In case some of you are not familiar with the aforementioned games, Car Wars was an armored car race/battle in which you designed your own vehicle and tore around roads and tracks smashing up other vehicles and anything else that got in your way. It began as a cheap set in a plastic bag. Then, it caught on in a moderate way, a new improved bookcase sized box version was brought out called Battle Cars. Now it has been transformed into a card playing version making it much quicker and easier to set up and play without losing any of the excitement and fun. Components are of Avalon Hill's normal high standard with 128 full gloss, size and graphics playing cards, good sturdy and functional die-cut counters, 12 printed Control Panels/Damage sheets, a small board and single sheet of rules for basic game, one leader pawn, and eight-page booklet of rules.

You are given ten die-cut "cars" so any number from two to ten can play. The game is obviously longer with more players, but I believe their estimate of one to two hours per car in a full game is a little high. Twenty to twenty-five minutes is closer once you know the game. Cars begin by lining up one behind the other in numerical order, with all counters showing the "stopped" side. Each player has a Control Panel on which are placed chits marking present fuel level, damage, mechanical problems and time-on-road. In car-numerical

order, players become the "Active" player who can play any number of legal cards from a hand which starts at a maximum of seven but is reduced by damage. The "non-Active" players can play legal cards but only in response to or directed at the "Active" player. There is a great variety of cards, a lot of which have more than one option of play, which can allow cars to move and/or attack, defend/retaliate, repair, overtake, route, hide, steal, sabotage and many more. Of course, you are limited to the cards you are dealt, but order of cards played, amount of risks taken, aggressive or cooperative play-tactics employed, ever changing environment, etc., all lead to an excellent blend of thought, skill, interplay, and luck. I found everyone fully understood all the cards by halfway through their first game because most of the information is printed on the cards themselves. Even the random elements are resolved using the cards, as each has a

unique set of random numbers along the bottom. Looking under the appropriate column will give you any set of random numbers from 1-10 plus a random letter A-Z for Random Events which include all adverse weather conditions.

A number of races can be played to form an ongoing campaign with each car scoring victory points each race dependent on section reached and position at the finish. Optional rules allow the use of car upgrades which give cars features like Power Rams, Superchargers, Mortars, Assistant Drivers, etc. These are bought by spending various amounts of victory points. This

really is a versatile game. Everyone is active throughout and, although you may have been left a couple of road sections behind the others, due to say an untimely "Box Canyon", with easier exit chances to sections ahead and no one to bother you, it's easier to catch up than pull away at the front. The Random Events also have a slight bias against the leader with things like "Blond Hitchhiker" or "T.V. Interview". Once again, I can heartily recommend this game. It's extremely playable, skillful, exciting and fun. There's lots of interplay and variety, but it takes up very little space. What more could you ask for? ☆



OIL WARS...(Continued from pg. 13))

Brigade from the 10th Armoured Division (still called the 1st Cavalry Division when it entered Iraq). These forces were all equipped and organized along the usual British/Commonwealth patterns.

The 1941 British armored brigade held three tank regiments and one motor brigade. Divisional support units included an armored car regiment, a lorried infantry battalion, engineers, an anti-tank gun regiment and an artillery regiment. The 9th Brigade included the 1st Household Cavalry Regiment, the Royal Wiltshire Yeomanry and the Warwickshire Yeomanry. The regiments of the 2nd Indian were 14/20 King's Hussars, 4th Lancers and 14th (Prince of Wales's Own) Cavalry. The 13th Lancers (an Indian armored car regiment) was attached as needed to various formations. Both British and Indian tank units in the Middle East used the Mk II light tank, although some sources state Mk VIs were used. It is possible some of the newer light tanks had been received shortly before or during the Iraqi and Iranian campaigns. As the 10th Armoured Division was at the time being converted from a cavalry division, none of its units had yet received tanks, its "armored" regiments having to make do with 30-cwt lorries. Indian armored car units used a native conversion, usually a Crossley armored body on a 4x4 Chevrolet chassis. British units had just been upgraded to the Marmion-Herrington, but some other earlier models were still in use. The RAF base garrisons in Iraq used Roll Royce cars.

While the Soviets relied on mass in Iran (their forces numbered 1,000 medium tanks), the British hoped to avoid heavy fighting, their forces totalling but 50 light tanks. The British were faced by a combined Iranian force of 30,000 men, with only eight light tanks and eight tankettes. Still, the modern Czech light tanks used by the Iranians were far superior to anything the British fielded, and the British and Indian units were extremely wary of engaging Iranian armor. In fact, the first advance on Ahwaz turned into a panicked retreat merely at the sound of approaching Iranian tanks.

For the irregular units, I'd suggest the usual partisan rules and counters apply to the surviving tribal forces active in Iran. The main groups included the Kurds, Azeris and Luristanis in the north and west, the Qasqai and Bakhtiariis in the central mountains, and in the south the Tangistanis and Baluchis. At their height, the powerful Qasqai and Bakhtiariis each fielded 30,000 warriors. By 1941, however, no single tribe counted for much more than 1,000-2,000 armed men. Many of the tribes were expert horsemen. Their numbers probably increased after the collapse of the shah's government, but they were again suppressed. The Kurds were in revolt almost as soon as the Allied invasion began. Most of the tribes were as hostile to the British and Soviets, however, as they were to the central government in Tehran. A number of skirmishes did occur between the tribesmen and units on both sides during the invasion of Iran. There are also unconfirmed reports that some groups received active German support. Locating reliable sources for scenario design incorporating the irregular forces might, however, prove insurmountable. ☆



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Roads to Antietam

Revised Combined Game Rules & Optional Rules for STONEWALL JACKSON'S WAY & HERE COME THE REBELS

By Kenneth E. Lee

*Come stack arms, men, pile on the rails
Stir up the campfire bright;
No matter if the canteen fails
We'll make a roaring night;
Here Shenandoah crawls along,
Here burly Blue Ridge echoes strong,
To swell the brigade's rousing song
Of Stonewall Jackson's Way!*

—John W. Palmer (Southern Patriot)

Since the publication of *STONEWALL JACKSON'S WAY (SJW)* two years ago, I have been a devoted player of this title as well as *HERE COME THE REBELS (HCR)* and the recently released *ROADS TO GETTYSBURG (RTG)*. Much has been deservedly said about the absolutely beautiful maps which highlight these games. However, unlike many other games with beautiful mapboards, these games back up their visual appeal with an excellent simulation of the American Civil War.

Perhaps the system's greatest attribute is that it offers an extremely realistic portrayal of Civil War operations within a straightforward rules framework. As such, players find themselves spending a great amount of their time engrossed in the real life difficulties of operating a Civil War army rather than being buried in the pages of a rule book. Another strong point of the *SJW* game system is that it offers the possibility of combining games of the series to recreate entire campaigns. The game's designer, Joseph Balkoski, envisioned this possibility by providing rules to connect *SJW* with *HCR* to simulate Lee's entire 1862 late summer offensive. However, in contrast to the exceptional quality of the system's other rules, these "combined game rules" seem to have been put together as an afterthought and are a bit sketchy in several regards.

Perhaps one of the most pressing shortcomings in the existing rules is their failure to accurately simulate the Union army's demoralization after the Second Battle of Bull Run and its subsequent reorganization and remoralization under McClellan. Although rules exist to simulate these occurrences, when combined together, these rules simply don't adequately simulate the problems faced by the Union high command in late August of 1862.

Certainly the most difficult and frustrating rule for the Union is the Union Paralysis random event. Difficult, because it can suddenly and unexpectedly cripple your army's ability to react to Confederate movements. Frustrating, because there's absolutely nothing you can do to avoid it. On average, if one uses the *SJW* random event table before Sept 3 and the *HCR* table thereafter (as recommended by the Combined Rules in the back of the *HCR* rulebook), the Union player can expect to be visited by this most pernicious occurrence on about eight turns or during about one quarter of the game. The Confederate player, on the other hand, should consider himself extremely unlucky if he ever has to deal with the crippling effects of this random event.

There are two historical justifications for the high incidence of Union Command Paralysis. The first is apparently a need to reflect the incompetence of the Union high command. For the historical gamer, such mandated incompetence rules are frustrating, since they prohibit players from avoiding the mistakes made by their historical counterparts. Thus, even if one has learned from the mistakes of history, one is still doomed to repeat them. Although I recognize the need for such rules to ensure play balance in some games, given the other disadvantages faced by the

Union player in a combined game, the high incidence of Union paralysis seems inappropriate.

A second justification for the extraordinarily high incidence of Union paralysis during the Sept 4 through Sept 12 time period is that during this period, the Union army was reorganizing after its demoralizing defeat at Second Bull Run. This rule is perhaps justified when playing *HCR* since, by the start of that game, McClellan had already begun to reorganize the Union army. However, when combining the games, it would seem more appropriate to base the timing and length of the Union's reorganization upon the course of events during the first weeks of the campaign rather than on some arbitrary timetable.

Another frustrating rule for the Union is Union Panic. Once again, the Union player has almost no way of avoiding this occurrence except by avoiding combat entirely or continually rolling good dice. Although the negative effects of Union Panic are quickly remedied by the arrival of McClellan, this too is ahistorical, since McClellan did not arrive back from the Peninsula until August 28 and thus would not have been available to assume command if the Union Panic had occurred earlier.

SYNOPSIS OF RULE CHANGES

To smooth the transition from one game to the other, especially in relation to the Union's command and control problems (as well as to clean up several other elements of the Combined Game rules), I have proposed several rule changes and additions.

First, the Union Panic rule has been modified so that Panic occurs at the moment when the combination of Union losses and Union Demoralized manpower points reaches 65. Provided that McClellan is back from the Peninsula, the Union player can place him in command and reorganize the army at any time after Union Panic occurs. However, although this action eventually ends the Panic, it also brings on a period of Union Command Paralysis while the Federal armies reorganize. On the other hand, if the Union player can avoid Panic entirely, McClellan can take command and reorganize the army with fewer restrictions on his ability to activate the army.

By changing the Union Panic and Reorganization rules in this manner, the Union player gains some degree of control over his own destiny. For example (in the early going at least), the Union player can avoid Panic by avoiding widespread casualties and demoralization. Furthermore, once Panic has occurred, the Union player can decide whether to immediately reorganize "on the field", with potentially damaging battlefield consequences, or withdraw and reorganize behind the Washing-

PROCLAMATION. To the Inhabitants of Kentucky!

Fellow Countrymen-- I HAVE KEPT MY PROMISE.

At the head of my old companions in arms, I am once more amongst you, with God's blessing no more to leave you.

Deprived as you are by these Northern Despoths of all true information respecting the War, you are probably unaware that our holy Southern cause is everywhere in the ascendant.

The so-called "Young Napoleon," McClellan, ban retreated from the Peninsula. Stonewall Jackson, the "invincible," is asserting the superiority of our Southern Banner against the armies of Pope, Banks, Fremont, Burnside, and that of McClellan, who has joined them. His ultimate success is assured.

NO POWER ON EARTH CAN MAKE US SLAVES!

Brags in Tennessee, is steadily advancing with an overwhelming force on Buell, who is retreating; whilst New Orleans is in the eve of being torn from the clutches of "Bader, the Infamous," and restored to its legitimate and Confederate Government.

Kirby Smith at the head of a powerful army, already in your State, whilst Forrest, Woodward, and myself have already proven to the Yankees our superiority by taking Chattanooga, Gallatin and Clarksville, burning the railroad bridge, and damaging seriously the enemy.

AROUSE, KENTUCKY, the feeling which was ever powerful and potent! We have dreamed! We have dreamed! Let the old men, women, arm their arms. Better death in our Young men will always way will relate how by so doing, you

JO
AUG. 22 1862

RECRUITS WANTED! "Time is Everything."

Having been authorized by

GOV. YATES

To raise a Company of men, for three years or during the war, I have opened an Office in the building lately occupied by Mr. R. Bills, On Hamilton St., adjoining 'Peoria House,' for the purpose of recruiting said company.

Forty Dollars Cash

paid on being mustered into the U. S. Service.

Don't wait until DRAFTING commences but come up like MEN, and show your PATRIOTISM by enlisting, and helping with all your power to restore again to its once-prime position, that

GLORIOUS OLD FLAG!

The STARS AND STRIPES.

M. V. HOTCHKISS.

PEORIA, July 19th, 1862.

ton defenses, as was the case historically. Finally, by virtue of a proximity to commander modification to the Command Paralysis rule, a player can now reduce the effects of a Command Paralysis random event by keeping his forces consolidated around his army leader. This is not only historical, it also gives the placement and movement of Union army leaders some importance.

Besides the modifications surrounding the Union Panic and Reorganization rules, several other rules have been clarified or added for use with the Combined Game. First is a rule consolidating the railroad movement rules. Second is a rule lifting most movement and attachment restrictions on Union units. (Just because Halleck was incompetent, doesn't mean that *you* should have to be). Third is a rule consolidating the supply rules. Finally, I have included an add-on map for the Alexandria area (see page 25). Although this vital Union port and supply base was not captured by Lee during either the Second Bull Run Campaign or the Maryland Campaign, its occupation was certainly not out of the question and would have had serious consequences for the Union.

In addition to these changes, I have also included several suggested "optional rules" including provisions for multiple commanders, alternate ending dates, and inclusion of the *RTG* maps. Although these rules add some complexity to the game system, our gaming group has found that they add a great deal of realism to the game and present the Confederate player with a number of strategic options.

EXISTING RULES

The following rules from the existing Combined Game Rules remain unchanged:

- Combined Game Set Up
- French & Humphrey's Divisions
- Funk's Brigade
- Confederate Depots
- Confederate Reorganization
- Confederate Straggling

RULE CHANGES

UNION CHANGE OF COMMAND AND UNION PANIC

Modify the Union Change of Command rules and Union Panic rules as follows:

Manpower \geq

If at anytime the total Manpower of all currently demoralized Union forces plus all Union losses from all causes is equal to or greater than 65, Union Panic occurs. From that point forward, until Pope is replaced by McClellan (see below), all Union combat die rolls are reduced by one.

Pope's replacement

The Union player may replace Pope with McClellan in the Leader Transfer segment of any turn if either of the two following conditions are met:

1. Union Panic has occurred and the date is August 27 or later, **or**
2. The date is Sept 2 or later.

To reflect the confusion inherent in the change of command, the following rules go into effect when McClellan takes command:

If Panic has occurred:

Turn of takeover—Union command paralysis is in effect for all Union units. Panic continues: -1 on all combat die rolls.

Turn following takeover—During the attachment phase, carry out Union Reorganization as per the Combined Rules. Union command paralysis is in effect for all non-reorganized corps. Panic ends for all units: No die roll modifier.

Second and Third turn following takeover—Union command paralysis is in effect for all non-reorganized corps.

If no Panic has occurred:

Turn of takeover—Union command paralysis is in effect for all units. Carry out Union reorganization as per the Combined Rules during attachment phase.

Turn following takeover—Union command paralysis is in effect for all non-reorganized corps.

Union Corps Reorganization—At the end of the Random Event phase on the turn following McClellan's return, roll a die for each Union Corp leader to determine if his corp has been reorganized. Modify this die roll by the following:

- Add the Corps commander's initiative value.
- Add +2 if the Corps commander is in the same hex as McClellan. (This modifier may only be used for one Corp leader per turn.)
- -1 for each division in the corp which is demoralized.
- -1 if any division in the corp is on its disorganized side.

If the modified die roll is higher than nine the corp is reorganized. As a result, units in the reorganized corp using Corp Activation suffer

no movement penalty. In addition, units in the reorganized corp may participate in Corps Assaults and Grand Assaults. (Units in non-reorganized corps, units in reorganized corps not participating in Corp Activation, Corp Assaults or Grand Assaults, and all non-corp affiliated units continue to suffer the effects of Union Paralysis.) Units on their disorganized sides are not flipped to their organized side when a Corp is reorganized. Army Reorganization and Unit Organization/Disorganization are two separate concepts.

If the modified die roll is 9 or less, Units in the corps are not reorganized.

On future turns, Corps which are reorganized remain so. Corps which are not reorganized roll again during each Random Events Phase.

RANDOM EVENTS

Use the *SJW* Random Event table during the entire game. In addition, make the following changes to the Union and Confederate Command Paralysis rules:

All units not participating in Corp Activation or Corps Assaults suffer the effects set forth in the Command Paralysis rules. To determine which corps leaders will also be affected during the turn, roll one die for each corp. Modify this die roll by the following:

- Add the Corps commander's initiative value.
- Add +3 if the Corps commander is in the same hex as the Army commander.
- Add +2 if the Corps commander is not in the Army commander's hex but is within the Army commander's command radius.
- Add +1 if the Corps commander is not within the Army commander's command radius but is within 12 hexes of the Army commander.

If the modified die roll is higher than 10, units in the corp using Corp Activation suffer no movement penalty. In addition, units in the Corp may participate in Corps Assaults and Grand Assaults if the modified die roll is 10 or less. Units in the corps are subject to the normal Command Paralysis rules.

UNION RAILROAD MOVEMENT

The Union army had the potential to use the North's extensive rail system to its advantage. However, as occurred during the Second Bull Run Campaign, the movement of troops by rail could be seriously hampered by train mix-ups, administrative problems, and the use of rail stock for other purposes such as supply. To reflect these facts, replace the existing RR movement rules with the following:

Eligible Units: Union infantry units beginning a turn in a RR station which is connected to either Alexandria, Baltimore or Washington by a continuous line of RR hexes containing no damaged or destroyed RR stations, are eligible to move by rail. [Note: As can be seen in the illustration on page 25 of the *HCR* rules, the RR bridge across the Potomac at Harper's Ferry was destroyed in 1861. Accord-



The Stone Bridge at Antietam, September 17, one of the focal points of the battle.

ingly, this bridge may not be used for RR movement or to trace a continuous line of RR hexes to Baltimore or Washington.]

How Rail Movement is Performed: To move a unit by rail, the active player declares a march action. The unit's fatigue level is increased by one as per the normal march rules (rolls for disorganization may be necessary). The player rolls a die and subtracts two if the unit moved by rail in the previous turn. If the result is 1, 2 or 3, the unit may move up to 35 hexes, as long as it moves only along continuous RR hexes and does not enter an enemy occupied hex or ZOC (even if that hex is occupied by a Union unit). Furthermore, it may not enter a hex in a Confederate-controlled county. It may not attempt to move by rail again this turn. If the result is 4, 5 or 6, the unit may move. [Note: Even if the unit cannot move, the unit still gains one fatigue level.]



Lincoln and McClellan confer in the general's headquarters tent at Antietam on October 4, 1862. Although McClellan told his wife that the President "was very affable and I really think he does feel very kindly towards me personally," the two men would never meet again.

Rail Movement Maximums: The following number of Union units may move or attempt to move by rail on each turn:

- All Virginia Rail Lines Combined: One division or two brigades/regiments.
- All Maryland Rail Lines Combined: one division & one brigade/regiment or three brigades/regiments.

Example: Couch's division (which did not move by rail last turn) begins its turn in 6 Mile Post RR station. The Union player has the initiative and elects to try to move Couch by rail. First, he increases Couch's fatigue by one. Next, he rolls a 5 and thus neither Couch nor any other Union unit can be moved during the current activation phase. During a later activation cycle, the Union player can again attempt to move Couch by rail but he may not attempt to move any other unit by rail in Virginia this turn. Cavalry may not move by rail.

MOVEMENT RESTRICTIONS

Union units are no longer subject to movement restrictions with the following exceptions:

- The Union movement restrictions set forth in Special Rules #1 and #3 are still in effect.
- All "DC" designated units must remain within the District of Columbia (i.e., within the District of Columbia defense area South of the Potomac and on or within the ring of forts surrounding Washington north of the Potomac).
- All "Balt" designated units may not move west of hex row 2101-2134 on the east map. (To save time, during the game's initial setup, the Union player may place all DC and Balt. designated units anywhere within their allowed movement areas.) In addition, these units may fortify and attach to eligible units before the beginning of the game.

ment Restrictions" section in column 2, Page 28 of the HCR rules. [Note: Units which do not begin the game on the map may now be attached.] In addition, apply the following attachment rules to Union units:

1. Units with a corp affiliation (Pnell Leg., 60 NY, Piatt, Taylor, Griffin, & Kimball,) may only be attached to another unit of that corp.
2. DC and Balt designated units may only attach to similarly designated units, but they may have non-similarly designated units attached to them.
3. Shen., RR, Kan, & Res designated units may only attach to similarly designated units until the Union army is reorganized. Upon reorganization, these units may be attached to any other Union unit.
4. The 3 IN & 6 NY cavalry regiments may attach to any cavalry brigade. No other Union cavalry attachment is allowed.

SUPPLY

Supply Status: A unit is in supply if it can meet the requirements for supply set forth in the original rules.

Depot Supply: The Union depots listed in the set-up for Scenario 6 of *SJW* may supply up to two enemy units as per the original rules (i.e., the Depot must be occupied but units in adjacent hexes may draw supply). All other Union and Confederate depots may supply up to five enemy unit as per the original rules.

County Displays: When foraging, use the die roll modifiers printed on the HCR County Display.

VICTORY CONDITIONS

Perhaps the most difficult aspect of simulating Lee's northern offensive of 1862 is establishing realistic victory conditions. Historically, in the early stages of the campaign, Lee's objective was simply to defeat the Union Army of Virginia. Only after this had been accomplished did Lee consider moving North into Maryland to seek a decisive victory. Once in Maryland, Lee hoped that the presence of his army on northern soil would convince Great Britain or France to recognize the Confederacy and come to its assistance. Failing this, Lee hoped that if the Army of Northern Virginia could occupy Washington itself, isolate the Capitol, and/or inflict another major defeat on the Union Army the North would be forced to sue for peace.

Victory Points

The victory points provided below for the Combined Game are an attempt to reflect the historical situation faced by Robert E. Lee. In the early campaigning in Virginia, one will note that there are few victory points to be gained besides those achieved through the destruction and panic of the Union army. However, once the Union Army of Virginia has been forced to withdraw, the way is open for the occupation of Maryland, the collection of a great number of victory points, and a decisive Confederate victory. Thus, as was true historically, the Southern player's first objective must

- Confederate units are no longer prohibited from moving or attacking into the DC defense area.

ALEXANDRIA

Players should place the Alexandria add-on map directly below Washington (see HCR Map) and place a depot in Alexandria herself. All Union reinforcements arriving at 6 Mile Post, Munson's Hill & Urquhart's Tavern should arrive in Alexandria instead.

ATTACHMENT

Use the Attachment rules in HCR but replace the "Special Attachment" section with the following:

Even though they are not substitutes, both player's infantry regiments/brigades and cavalry regiments may attach to other friendly units of the same type subject to the "Attach-

be to defeat the Army of Virginia. Once this has been accomplished and the Union Army is disorganized, the Confederate player may select its objectives for its drive into Maryland and move on them while the Union army is in the process of remoralizing and reorganizing.

Confederate Control (as defined in Scenario 7 of HCR)

Maryland:

- +20 Baltimore County
- +10 Prince George's County
- +10 Anne Arundel County
- +5 Montgomery
- +5 Howard
- +3 Frederick County-West
- +2 Frederick County-East
- +2 Carroll County
- +2 Washington County

Virginia:

- +10 Alexandria County (Includes all territory within the DC Defense Area south of the Potomac-Alexandria Control hex)
- +5 Fairfax County (Fairfax Court House Control Hex)
- +2 Loudoun County (Leesburg Control Hex)

Depot Destruction

- +10 Alexandria, Harper's Ferry or Camden Station
- +6 Martinsburg, Manassas Junction, Winchester Toll House
- +4 Hagerstown, Aquia Creek Station
- +2 All other depots

Railroad Station Destruction

Virginia:

- +10 Presence of a destroyed RR station anywhere on the line between Alexandria & Rappahannock Station inclusive
- +5 Presence of a destroyed RR station anywhere on the line between Alexandria & Front Royal inclusive
- +2 Presence of a destroyed RR station anywhere on line between Alexandria & Leesburg inclusive
- +2 For the destruction of each station listed in Scenario 6 of SJW (Pg. 28, Col. 2)
- +3 For the destruction of Aquia Creek station or Alexandria station
- +1 For each other RR station destroyed except Orange Court House

Maryland:

- +20 Presence of a destroyed RR station on the line between Washington & Baltimore and on the line between Washington & Annapolis (both must be cut to gain VPs)
- +15 Destroyed RR station on line between Baltimore & north or east map edge
- +3 For each destroyed station listed in Scenario 7 of HCR
- +1 All other stations [Note: RR victory points are cumulative. Thus, if the only station which the Confederates destroy is the one in Alexandria, the South would receive 20 victory points (ten for cutting the rail-line between the Rappahannock and Alexandria, five for cutting the rail-line between Front Royal and Alexandria, two for cutting the rail-line between

Leesburg and Alexandria, and three for destroying Alexandria station).]

- +5 for the destruction of the C&O aqueduct.

Manpower Loss

- +2 or -2 For each Manpower lost in combat, retreat, cavalry retreat or surrender.
- +1 For each Manpower surrendered at Harper's Ferry.

Union Panic

- +15 If Union panic has occurred

End of Game Union Points

- 3 for each Confederate objective hex (from SJW Scenario 6) controlled by the Union at the end of the game.

VICTORY LEVELS

To correctly understand the following victory levels, one must understand the strategic situation in the summer of 1862. Robert E. Lee clearly understood that if the Confederacy were to survive, either via foreign recognition or via peace negotiations, the Army of Northern Virginia had to win a decisive victory. Any other result might make the situation more difficult for the Union, but eventually the North would prevail. The situation for the Union, however, was quite different. Clearly, both McClellan and Lincoln wished for a crushing defeat of the Rebel army. However, even if the Army of the Potomac managed to just win a marginal victory, as occurred at Antietam, Lincoln would still have been able to declare victory, issue the Emancipation Proclamation, and transform the war into a crusade against slavery. To reflect these concerns, use the following levels of victory:

Automatic Victory: The Confederate player automatically wins a decisive victory if at any time Confederate forces occupy the White House, the Capitol, or Baltimore Depot.

225 + Confederate decisive: Lee's decisive victory convinces England to recognize the Confederacy and peace talks begin.

175-225 Draw: Although Lee has beaten the Union army and/or successfully invaded Maryland, he has yet to win the decisive victory he needs to safeguard the Confederacy. Perhaps after rest and refitting, the Army of Northern Virginia can win the decisive victory they need in 1863.

125-174 Union marginal: Although unable to decisively beat Lee, McClellan has managed to safeguard Maryland and the Capitol and at least hold his own on the battlefield. Lincoln can now issue the Emancipation Proclamation without appearing to be resorting to desperate measures to continue the war. With the Emancipation Proclamation issued, the chances of foreign recognition fade, the Northern people recommit itself to final victory, and the eventual defeat of the Confederacy becomes inevitable.

Less than 125—Union decisive: McClellan's successful repulse of the Southern invasion grants him an opportunity to follow up



Pierre Gustave Toutant Beauregard. Commissioned a brigadier general in the Confederate Army on March 1, 1861, he commanded the troops that fired the opening shots of the war.

his victory, capture Richmond, and end the war in 1862.

OPTIONAL RULES MULTIPLE COMMANDERS

SJW and *HCR* offer excellent opportunities for team play. The following Multiple Commander rules give players a sense of the difficulties in coordinating the movement of a large Civil War army.

Commands

At the start of the game, the players from each side should select a Commanding Player who controls that side's Army commander. In addition, the players then divide that side's forces amongst themselves. Forces may be divided in any manner in which they see fit as long as all subordinate players command at least as many corps as the Commanding Player. For purposes of this rule, treat the following as separate "corp":

- All Union Cavalry
- All RR & Shen designated units.
- All DC designated units
- All Balt designated units
- All Res & Kan designated units

After a side's forces are divided, each Subordinate Player designates an individual Corp commander to be his wing commander. This wing commander shall act as the subordinate's communications center and cannot be changed unless the Corp commander is replaced or killed.

Communications

Add a Communications phase immediately following the Random Events phase of every turn.

Conferences: During the Communications phase of every turn, a Commanding Player may hold a verbal conference with a Subordinate Player(s) if all of the following circumstances exist:

1. The Army commander is in the same hex as a Corp leader under the command of the Commanding Player.
2. The Army commander is in the same hex or in a hex adjacent to the Subordinate Player's wing commander.
3. The Army is not experiencing a Command Paralysis random event. (Union

Army reorganization has no effect on communications.)

Written Communiques: In addition to verbal conferences, each Commanding Player is allowed to send one written communique to each subordinate each turn and vice versa. At the end of the Communications phase, each communique is first given to the opposing commanding player who rolls two dice in the open. On a roll of 11 or 12, the opposing commander has intercepted the note and may throw it away. No other form of communication can be conducted between the sender and receiver (i.e., the courier was intercepted and the message doesn't get through). During the next turn, the communique can be sent again, and another interception roll is made. If the note is not intercepted, the opposing commander passes it along to the intended subordinate. Written communications are not allowed during a Command Paralysis random event.

Direct Control

In addition to his own command, a Commanding Player may activate any unit occupying either a hex containing or adjacent to the Army commander.

Initiative

Upon gaining the initiative, a Commanding Player may either pass, use the initiative, or defer it to a subordinate player. If deferred to, the Subordinate may either use the initiative or defer back to the Commanding Player. If the subordinate defers, then the Commanding Player must then either activate a unit or pass.

Unit Transfer

Players may trade control of units during the Leader Transfer Phase, but if a unit changes control, it may not activate during that turn. Exception: Union forces may be transferred between commanders without a movement penalty when McClellan assumes command and reorganization occurs.

Union Change of Command (optional)

When McClellan replaces Pope, the Union must select a different Commanding Player.

ALTERNATE ENDING DATE

The game provides an arbitrary ending date of September 21. Presumably, Lee could have stayed on in Maryland had not the Antietam battle so depleted his forces and supplies. However, possessing no direct rail link to Richmond, Lee would have had difficulty drawing on provisions, such as ammunition, which could not be obtained through foraging. To simulate these facts, change the game's rules as follows:

- If no Confederate infantry unit has crossed the Potomac, the game ends at the end of the September 15 turn.
- If a Confederate infantry unit crosses the Potomac by September 15, the game ends either when no Confederate infantry units are in Maryland or Pennsylvania or at the moment the CSA victory point total reaches 250 thus signifying a Confederate decisive victory.

CONFEDERATE AMMUNITION (The following rules generally incorporate the Ammunition rules found in *RTG*.)

At the start of the game, each Confederate infantry unit receives four units of ammo and each Confederate cavalry unit receives three units of ammo. Keep track of each unit's current ammunition supply on a separate sheet of paper. At no time may any unit have either more ammo than it started the game with or a negative amount of ammo.



Thomas Jonathan Jackson, graduate of West Point, veteran of the Mexican War, and Professor of Artillery Tactics and Natural Philosophy at the Virginia Military Institute.

Ammunition Expenditure

At any time a Confederate unit is not in Caroline, Culpeper, Madison, Orange or Spotsylvania county and receives a "D" (Disorganize) result in combat, whether attacking or defending, it loses one unit of ammo.

Being Out of Ammunition

A unit which is out of ammunition is penalized as follows:

- Its Combat Value when attacking and defending is multiplied by one-half. Round fractions down to a whole number, although no unit may be reduced to a Combat Value of less than one-half. A unit which is both demoralized and out of ammo may not attack.
- Its Artillery Value is 0 in both attack and defense.
- If it's a cavalry unit performing a cavalry retreat, subtract 2 from its die roll. [Note: A unit may be both out of supply and out

of ammunition and thus suffers the effects of both conditions. If the game continues on beyond September 21, continue to check for supply every five turns (i.e., Sept 23, 28, Oct 3, 8 etc.)]

Ammunition Replenishment

The Confederate player may replenish his ammo in two ways:

1. **Depot capture**—If a Confederate player captures any of the following depots, he may add the corresponding number of ammo units to one or a combination of Confederate units within ten hexes of the captured depot.

4 for the capture of the depot at Harper's Ferry

5 for the capture of the depot at Alexandria

5 for the capture of the depot in Baltimore

2 for the capture of the depot in other Union Depot

2. **Ammunition Train**—Starting on September 4, a Confederate ammunition train arrives each time an "Accelerate Confederate Reinforcements" random event is rolled. Upon the arrival of an ammunition train, the Confederate player may add a total of five ammunition units to any combination of Confederate units anywhere on the board. **Exceptions:** A Confederate unit which is north of the Potomac river may not receive ammunition if any of the following are Union Occupied:

- Winchester and Culpeper
- Harper's Ferry, or
- Williamsport, Falling Waters, Sharpsburg, and Naval Battery

A unit surrounded by enemy ZOC may not receive ammo.

VICTORY LEVELS

- The Confederate player wins a **decisive victory** at the moment he both accumulates 250 victory points and has at least three Confederate infantry divisions in Maryland or Pennsylvania.
- The Union player wins a **marginal victory** if the Confederate player has between 125 and 174 victory points at the end of the game.
- The Union player wins a **decisive victory** if the Confederate player has less than 125 victory points at the end of the game.
- All other results are a **draw**.

ROADS TO GETTYSBURG (RTG) MAPS

The release of *RTG* presents the possibility of adding these maps to a combined game to give the southern player the opportunity to invade Pennsylvania in 1862 as Lee had hoped to do. To incorporate these maps, use the following rules.

Levies

The Confederate player may levy towns in Pennsylvania as per the *RTG* rules.

Supply

Forage values in Pennsylvania are 4 for all Confederate Units and 6 for all Union units. Add one to Confederate die rolls if Harper's Ferry is under Union control. Place Union depots in Harrisburg, York, and Ellicott Mills at the beginning of the game. Supply status for units in Pennsylvania is determined as per the *HCR* supply rules.

*In glades they meet skull after skull
Where pine cones lay—the rusted gun,
Green shoes full of bones, the
mouldering coat
And cuddled-up skeleton;
And scores of such. Some start as in
dreams,
And comrades lost bemoan:
By the edge of those wilds Stonewall
had charged—
But the year and the Man were gone.
—HERMAN MELVILLE*

Any Confederate unit which levies a Pennsylvania town is automatically considered in supply during the next supply status check. In addition, an additional number of units which pass through the levied town may also be considered in supply up to one-half of the VP's earned for the levy. (For example, if A.P. Hill's division levies Carlisle (4 VPs), it and one other unit passing through the town are considered to be in supply during the next supply status phase.)

Long Bridge on the Susquehanna

The Penn Central Railroad bridge across the Susquehanna may be destroyed in the exact same manner as that used to destroy the C&O aqueduct in *HCR*. To do so, the activating Confederate infantry unit must occupy Marysville (*RTG* hex N4602) and no enemy unit may occupy hex N4703.

Pennsylvania Militia

Begin rolling for the arrival of the Pennsylvania Militia when the first Confederate unit crosses the Potomac River. Subtract one from the die roll if a Confederate unit occupies Baltimore or Carroll County or any county in Pennsylvania. Upon arrival, place the militia in Camp Curtin, Pa.

Railroad Movement

Union units may move by rail in Pennsylvania subject to the Railroad Movement rules outlined above. In addition, apply the following rules:

1. Union units are eligible to move if they are in a station connected to either Alexandria, Baltimore, Washington or Harrisburg by a continuous line of RR hexes containing no damaged or destroyed RR stations.

2. The Northern Central RR in *HCR* hex E3301 connects with the railroad in *RTG* hex S5801. The distance between the two hexes (in terms of RR movement) is 23 hexes.

3. As per the *RTG* rules, the NCRR in hex *RTG* N5816 connects with the railroad in hex *RTG* N5821. The distance between the two hexes (in terms of RR movement) is six hexes.

4. A maximum of one division or two brigade/regiments may move by rail in Pennsylvania each turn. (For purposes of determining RR movement maximums, consider only the state in which movement begins.)

Pennsylvania Victory Points:

Confederate Control

- +2 Adams County
- +3 York County
- +5 Dauphin County (Harrisburg Control hex)
- +2 Cumberland County (Carlisle Control hex)
- +0 All other Pennsylvania Counties

Depot Destruction

- +5 Harrisburg
- +2 All other depots in Pennsylvania

Railroad Station Destruction

- +3 Camp Curtin
- +1 All Other Stations in Pennsylvania
- +15 Destruction of the Susquehanna River Bridge at Marysville

Levies on Pennsylvania towns:

As per *RTG* rules.

PHILOSOPHY...

(Continued from pg. 4)

What was the scale?

The scale was corps with occasional breakdown to divisions. The hex size on the map was two miles, and it covered Fredericksburg to Richmond, in the 1864 Wilderness/Spotsylvania campaign. So, I wasn't happy with the way the players were set in the roles of Lee and Grant; I didn't believe that the game was as exciting as it could be. So, as soon as it came out, I started compiling notes on how the game could be improved. The first thing I remember writing down was "increase the scale by a factor of two," and "go down to a scale of about a mile a hex." The same thing with units: "go from corps to divisions, and give the divisions the ability to break down into brigades"; "have leaders at many levels"; "expand the playing area to two maps, give the players a more wide open space to move in"; "use cavalry more realistically". In one way, you could say that *LEE VS GRANT* was the foundation. It's a different level of game, but I always think of it as a second cousin to the *Great Campaigns of the Civil War* series. The series grew out of the research I did for *LEE VS GRANT*.

You've designed a lot of modern warfare games. From a design standpoint, what is the major difference between the Civil War and modern warfare? What different things do you have to take into account when designing one or the other?

There are major differences. Interestingly enough, when I started designing games, I wasn't at all interested in modern warfare. I really didn't know anything about it. But it became quite obvious that the gamers out there were very interested in this sort of hypothetical, futuristic history type of game. And they always sold exceptionally well. So when I did *TaskForce* for SPI in 1980, which was a game about the modern Navy, I wound up growing quite fascinated with the subject matter, but I also found it somewhat depressing, because the thought of modern weapons actually being used is frightening. I've always found modern warfare to be very anonymous and depressing. Nevertheless, in 1982 when the Falkland War broke out, modern warfare became the subject of much debate at Avalon Hill for all the game designers and the staff became fascinated in watching these modern weapons actually being employed. It sparked my interest in naval operations also. Shortly thereafter I became a freelancer, and as a freelancer you make money only on royalties, so there's a great incentive to design games that are popular. With this in mind, I began the *FLEET* series in an attempt to make money and to also teach people how the modern Navy operates and show them what their tax dollars are used for. But the big difference for me in the design of Civil War campaigns versus modern battles, is that the Civil War is endlessly fascinating. When you're designing one, you can't stop reading about it or thinking about it. It becomes an integral part of your life, whereas designing a modern game is more of a job. Another big difference is that since the modern

navies haven't done that much fighting, you have a free ride in whatever you decide to do. In essence, no one can really refute what you use because nobody really knows how these ships will really work. I made educated guesses, and for the most part, these guesses were pretty accurate. When you're dealing with the Civil War, you're designing for people who are totally devoted to the subject. The pressure is on to get things accurate, not only in unit functions but also maps. Maps were very key things in the Civil War.

We've had a lot of good comments about the maps in this series. Very accurate, very detailed. Where did you find these maps?

When I did *LEE VS GRANT*, it was a crash course in cartographic research. I went to various map sources for accurate maps, and it was hard as hell. What I quickly discovered is that mapping in the Civil War was abysmal. But I found a map at the Library of Congress that was supposedly the map used by the Union army during the 1864 campaign, and I was shocked to find out how inaccurate it was. But nevertheless, it developed into the *LEE VS GRANT* map. Frankly, I just didn't know where else to go. But after its release, I learned that where you look for maps is not at standard Civil War research sites, but at local county and state archives. Here you basically have to ask cartographic researchers "what maps existed in the 1850s that people might have used." And I discovered a gold mine. Almost every county in Maryland, Virginia, and Pennsylvania has a good historical society, and these people have beautiful maps from the 1850s and 60s. It was these maps that the corps and divisional commanders used during the war. In fact, you read a lot of subtle references in history books in which an army would come into a small town and a soldier would ride up to the bank or library and hold a gun to someone's head and demand their maps. You begin to realize how incredibly critical this was; people just didn't know where the roads were in those days. So, I found my maps by traveling great distances to the local sources, buying these (sometimes) reprinted atlases, and if the originals weren't available for sale, photocopying them. I got everything, not only the accurate roads but the names of the houses and who lived in them. As a result, there are tremendous improvements in these maps as opposed to the *LEE VS GRANT* map. These maps are very accurate, but I'll admit that because the hex grid overlay only offers six directions in which to move, there is a distortion of ten to fifteen percent in the true direction of roads because they have to cross hexsides.

You are going to continue the series. What is next?

The next volume in the series will concentrate on Stonewall Jackson's Shenandoah Campaign, called *STONEWALL IN THE VALLEY*. This one will cover a much longer period than the other game, but it has a rather innovative way of reflecting the lulls in the campaign. You can play the whole 135 turns if you want, but it's not as grandiose as it may seem. Another big

(Continued on pg. 56)



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ASL Players Association of Kansas City—The Lead Hill Gang wants you. Contact Larry Maxwell, 1419E E, 125 Terrace, Olathe, KS 66061. (913) 829-8718.

Need opponent for ASL, PBM or FTF. Will also play GSL, TRC, TRI, UPF, and many others. Raymond Mulholland, 1451 W. Lincoln Tr. Blvd #129, Radcliff, KY 40160. (502) 352-1189.

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Interested and ignorant. Have few games, no one to play. Can you answer the call for help? Then please do. Contact Philip Sokolowski, 1003 Vanderwood Rd., Baltimore, MD 21228. (410) 744-0067.

It's me—the editor of this magazine. I've just moved to the Baltimore area. Need to find gaming group real bad! Anyone interested. write me: Robert Waters, 4517 Harford Road, Baltimore, MD 21214. (410) 254-9200.

Avalon Hill Football Strategy League now entering its 22nd consecutive season seeks two new members for NFL 1995 expansion season. Contact: Don Greenwood, 1541 Redfield Rd., Bel Air, MD 21015.

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The Jersey Association of Gamers (JAG) meets twice monthly. All types of games played, with emphasis on wargames and miniatures. Club newsletter and library available. Contact Keith MacFarland (President), 80 E. Prospect St. Apt. 2, Waldwick, NJ 07463. (201) 612-9411.

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Seeking adult FTF 3R4 opponent. Contact John Michalski, 10705 Cecilia Drive, Oklahoma City, OK 73162. 772-5784.

PBM opponents wanted for AREA rated games of G88, TC2, TPS. Contact Christopher H. Yayre, 1048 Dekalb Street, Bridgeport, PA 19405.

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ASL opponents wanted FTF. I especially enjoy designing and playing DYO scenarios. Contact Harold Moye, P.O. Box 428, Pinedale, WY 82941. (307) 367-2732.

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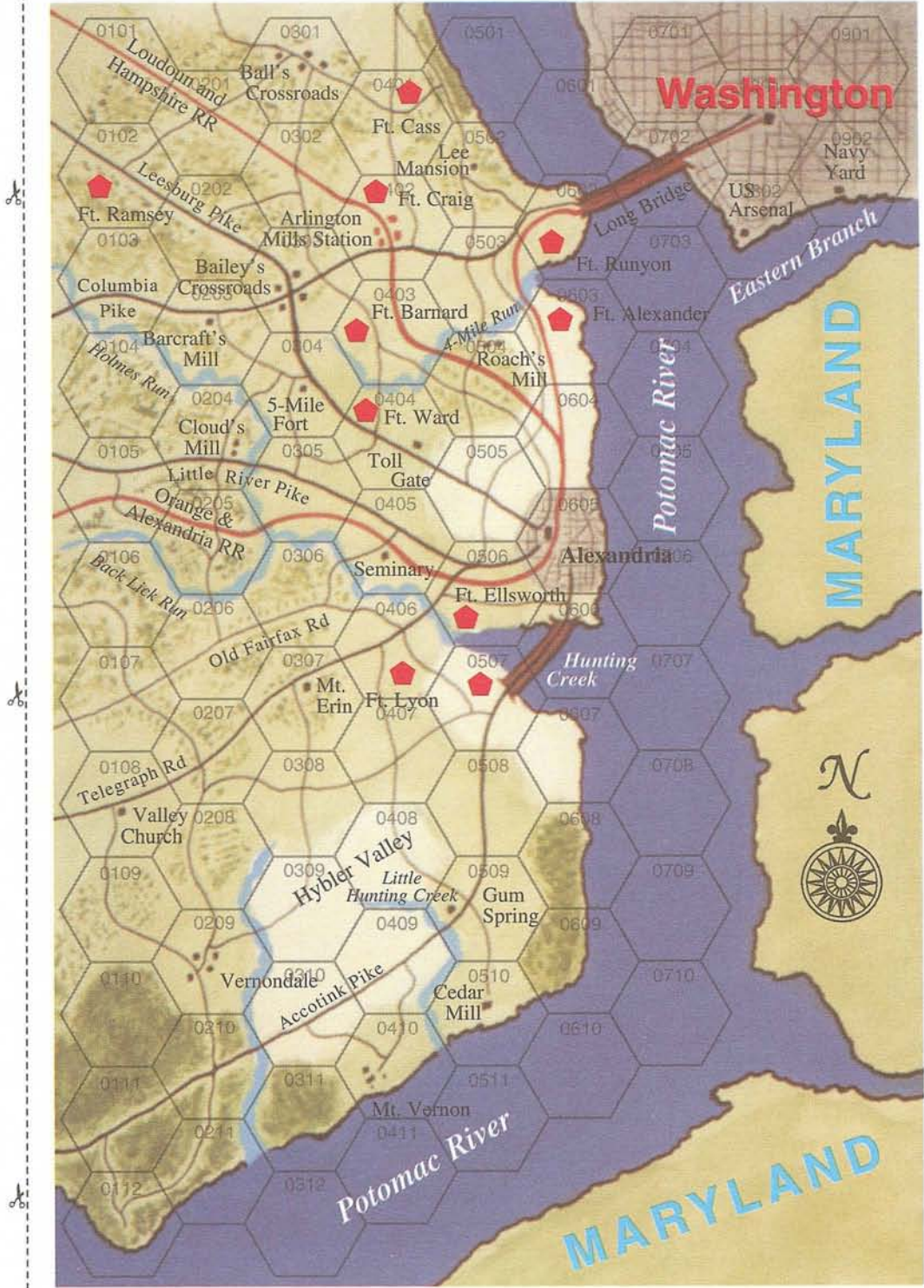
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“Roads to Antietam”
ALEXANDRIA ADD-ON MAP

First, cut along the dashed line to the left of the above map. Then, cut carefully along the north and west hexsides (only). If properly cut out, this add-on map will then overlay the east edge SJW’s North map and the south edge of HCR’s South map, and its *shape* should look this. 



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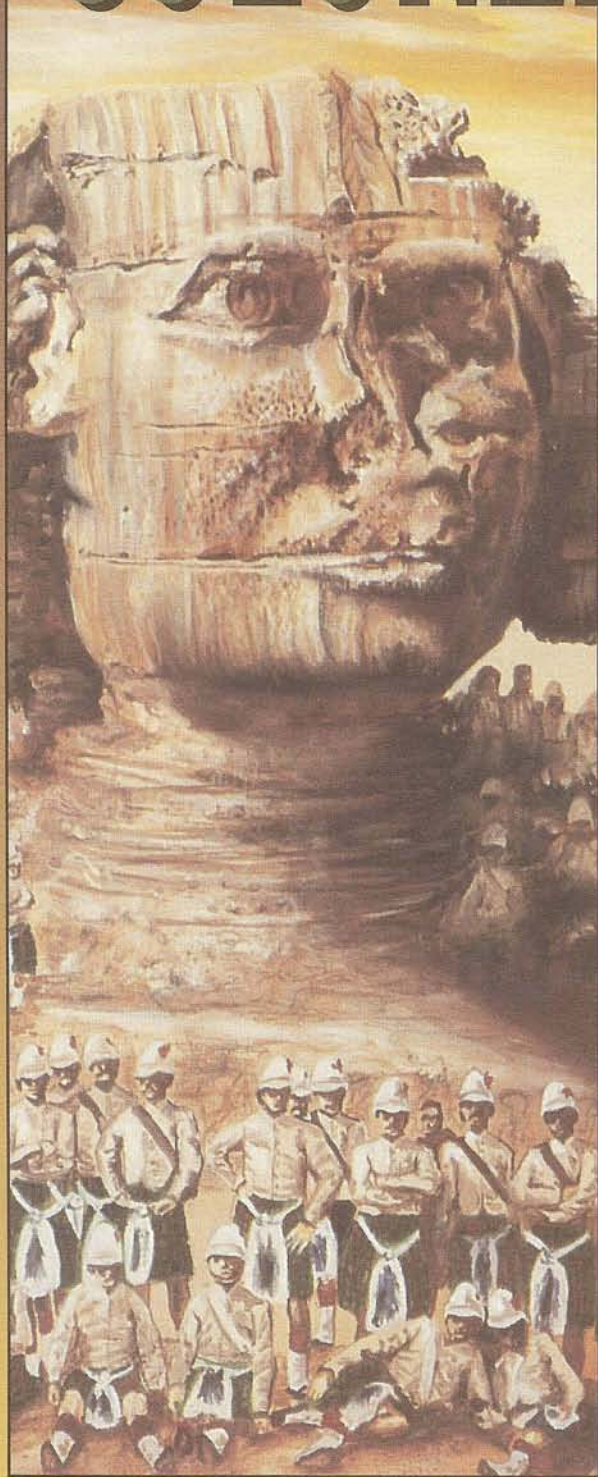
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World at War: STALINGRAD

Designer Notes on Avalon Hill and Atomic's Second World at War Game

By Eric Young



Tactical Map showing battles in the Factory District of Stalingrad.

In most peoples minds, The Battle of Stalingrad was a grueling death match between two armies: the Soviet 62nd Army under Chuikov and the German 6th Armee commanded by Paulus. But there is much more to this action than the battle for the city. The encirclement of the 6th Armee in Stalingrad was the first of many successful Soviet operations that led to the defeat of the Axis forces invading the Soviet Union in 1941. This much more important mobile action will be the focus of the second *World at War* title for the computer game enthusiast, *STALINGRAD*.

ORACLE?

In *Mein Kampf*, Adolf Hitler foretold “the fact of a treaty with Russia embodies the declaration of the next war. Its outcome would be the end of Germany.” This line was directed at Gregor Strasser, Hitler’s greatest rival in the Nazi party at that time, who was in favor of a Russo-German Pact aimed at the Allied powers having a strangle hold on the German economy at that time. Hitler also predicted, “The present rulers of Russia do not at all think of entering an alliance sincerely or of keeping one.” These “predictions” make me think of Hitler as a great oracle instead of a great orator. Although he made these predictions, he failed to heed their warnings.

Hitler went on to make the very alliance that he predicted would spell Germany’s doom. His prediction that it was “naive to think that, in

such an event, England and France would wait a decade” to take up arms against this alliance also came true. The partition of Poland, the overrunning in Scandinavia, the destruction of the Low Countries, and the defeat of France all followed and only served to create a myth in Hitler’s own mind that he was a great military genius and that he could lead Germany to world domination. He then went on to abrogate that treaty and made war against the Soviet Union.

In Hitler’s writings about the reasons for the loss of the first World War, he criticized the near powerless parliament of the pre-war period by stating, “The loss of the fight for the freedom and independence of the German nation is the result of the half-measures and weakness carried out even in peace in drafting the entire force of the people for the defense of the fatherland.” He himself doomed Germany to that same fate by not mobilizing the economy to total war footing until 1943. While the German 6th Armee was dying at Stalingrad, the Steinway piano factory was still working at full tilt to replace the instruments lost to allied bombing instead of working to build useful war materials.

He went one step further in his predictions by condemning the lack of responsibility of those in charge of the German government in 1914 by writing, “One of the worst symptoms of decay was the increasing cowardice towards responsibility as well as the half-heartedness in all things resulting from it.” This “cowardice” was enforced on his commanders in Russia when he

robbed them of freedom of action after the winter campaign of 1941 and rejected the sound military advice given him by his generals who had been reduced to automatons doing his bidding.

It was under these restrictions that he sent Friedrich Paulus and the 6th Armee to its destruction on the Volga. The fact that almost half of these men surrendered against his orders goes against one last passage from *Mein Kampf* that reads, “Naturally: cringers and flunkies do not let themselves be killed for their master. That monarchs never know this and on principle fail to learn this has been their doom of old.” Once the combat units of the 6th Armee had been destroyed these “cringers and flunkies” surrendered rather than die for a man they felt had left them in the lurch.

DESIGNING HISTORY

When we at Atomic Games and Avalon Hill first began designing *STALINGRAD*, we were of many different opinions as to how to portray the battle, what the game’s focus was to be, and the scales needed to create the best scenarios possible. I decided to design a game that would have historical options as its soul and the “big picture” as its focus. Later this decision proved correct when it became clear that the Axis side lost this battle because they were out-generated more than they were out-gunned.

It ended up that we would depart from the “standard” battalion/1 kilometer per hex scale of *OPERATION CRUSADER* and the previous Atomic releases with other publishers. It was decided to multiply the scale for the campaign game (and most of the other scenarios) by three to regimental level and three kilometers per hex. The standard battalion level one kilometer per hex scale would be used for the relief attempt and another new scale would be used for the city fighting at four hundred meters per hex with battalions and companies for the unit scale.

Some of the other major design changes that became necessary were a revamped air supply system and air reconnaissance system. These will represent new air missions for the *World at War* series, with the user making decisions as to dare the weather and try to push more supply into the pocket at the risk of higher plane attrition. Targeting areas for intense aerial reconnaissance will allow players more information in areas where they suspect enemy buildups. Russian fighter interdiction of air supply has also been added.

You will also notice a lower number of anti-tank units in the game. These have been factored into the other units to more “realistically” reflect the spreading out of these assets to the larger units of a division. The Corps and Army level anti-tank units, however, are still present.

Another aspect of the campaign that I have not witnessed so far in any other wargame was



Winter in Stalingrad. The German's have valiantly forced the Russians across the Volga and control nearly the whole city.

the ability of the Romanian 3rd and 4th Armies to put up the fight that they did during the first day of the offensive. The Romanian 3rd Army was considered by their German Allies as the best of all the minor power armies. They broke only after the Russian second echelon tank attacks came to full effect on November 20. The strength and performance of the Romanian 1st Armored Division was also a surprise to me as they were organized

on the German panzer division model and had just finished refitting with Czech 38t and German Mark III tanks.

GAME OPTIONS

As I stated above, the heart and soul of *STALINGRAD* will be the historical options, not so much from the Soviet point of view, but more as a way of showing just how badly the Axis effort

at Stalingrad was mismanaged. Several of the German Army's best units did little or nothing while the drama unfolded on the Volga. To me, this is what the game is all about. So be ready for lots of options that will make the Axis side much stronger without departing too far from an historical point of view.

The general trend in my theory of game design is not to tie the players down with historical limitations that tend to make the game unbalanced. For the player who feels that the Germans should be held to their historical fate, the game should be played with only the first option, **6th Armee Restricted**, which will anchor the German 6th Armee to Stalingrad and seal their doom.

For more exciting and original play there will be four other options to choose from. The second option will be called **German November Reinforcement**. This option gives the Axis side the 6th Panzer Division and two German infantry divisions as back up for the Romanian 3rd Army. Historically, the German High Command cut the orders for these units to leave France on November 1, but they were delayed. The third Axis option will be **Release of the 7th Panzer Division**. The 7th Panzer milled around at Rostov for most of the battle and could have been very useful in the relief attempt. The fourth option, **Release of the 16th Motorized Division**, brings the 16th into play on the southern map edge. The logic behind this is, if the 40th Panzer Korps in the Caucasus had pulled back enough to cover its own flank, this very strong unit could have entered play. The fifth and most exciting option is **Early Caucasus Withdrawal**. This will assume that clear thinking prevailed at all levels of command on the Axis side and the 5th SS "Viking" Motorized Division, the 16th Motorized Division, the 7th Panzer Division, and the 3rd Panzer Division were all pulled out of the Caucasus and used to defeat the Soviet counter attack.

There will also be five Soviet options dealing with fuel supply, organization, a no purge option, logistics, and communication, but these only make for a less balanced scenario and are included to please players who wish to really punish the Axis for their crimes of the 1940's.

I hope these notes have given you a taste for what's to come. Be looking for *STALINGRAD* to hit your local computer store later this year.

HARDWARE REQUIREMENTS

CPU

386 with a minimum 8 Megs of RAM

Sound Card

4 Meg Sound Card (minimum)
Supports Sound Blaster, Pro Audio Spectrum

Monitor

SVGA

Graphics Card

SVGA/VESA Compatible

Mouse Required



Russians and Romanians fight it out around Kotelnikova.



Maharaja

An Epic on Your Tabletop

a preview by Rex A. Martin



MAHARAJA is Avalon Hill's newest multi-player boardgame to draw on the broad tapestry of history for its subject. This time, the mysterious and romantic East is brought to your table. Sister to the award-winning *BRITANNIA* and using many of the same, proven systems, *MAHARAJA* depicts the wars in, and migrations to, the subcontinent of India in the centuries from 1500 BC to 1850 AD (encompassing the span from the first Aryan invasions to the final British conquest).

For those readers distressingly ignorant of its unique predecessor, in *MAHARAJA* each player controls several nationalities. Nations gain Victory Points in a variety of ways—such as by occupying certain areas on the map at specified times. Each nation has several playing pieces, most of them armies; a player moves these on the board and may use them to attack pieces controlled by other players. Such battles are resolved with the aid of dice; opposing forces in the same space normally need a roll of “5” or “6” to eliminate an enemy unit. Nations acquire additional pieces through the natural increase of population and through reinforcements from their homelands across mountains or seas. The first 11 turns each represent roughly 250 years, while the last five turns represent progressively shorter periods. Nations take their turn in a set order, independent of the grouping of a player's peoples; nations that have not yet appeared or are already eliminated from the tapestry of your game are skipped. At the end of 16 turns, the player whose nations have accumulated the largest number of combined Victory Points wins the game. The standard game takes up to four hours, while the three-player “short” game can be completed in about two hours. The four-player game is recommended and provides the highest level of player interest, intense interaction and best overall game balance.

The above description could as easily apply to *MAHARAJA*'s elder sister as the new game. But the development of India was never so simple...nor is this game which tries to simulate it. Three new wrinkles add significant twists to the system. Along with the impact of invasions from outside (that *BRITANNIA* players are familiar with) are the “Indigenous Invasions” that arose within India itself; in turn, the Marathas, the Sinhalese and the Sikhs will each displace the occupants of one area and then explode across the face of the map. But the real changes in the game system are heralded with the arrival of the Europeans. They bring, among other things,

trade to the East—as represented by their ability to build “factories” (these are not, as you might suppose, production facilities of any sort but rather the base of a “factor”, local representative of a mercantile venture) in select coastal areas. Given that these factories gain points for the European nations in the scoring, a fair amount of conflict can revolve around them. But the factories serve another, even more significant, role; they are the points from which one can arm the friendly natives. The rules allow each colonial nation to give a single “Arms” counter to any Indian nation sharing an area with one of the European nation's factories. Each Arms counter serves to give the forces with it the same movement and combat advantages as a leader does; indeed, its benefits are cumulative with all others, so that an army accompanied by both a leader and an Arms piece add two (+2) to each die roll in battle. Pretty significant in the later stages of the game as the European powers and their Indian allies vie to see who'll control the sub-continent, maybe even claim the title (and VP points) of *Chakravartin*.

This is, needless-to-say, a very simplistic explanation of the mechanics of this marvelous game. Far more involved than the rules are the various strategies the players can take to win (and make no mistake; this is a *game* first and foremost—not a history lesson in a box). As anyone who has played *BRITANNIA* can tell you (and it was the second-most popular tournament at the 1993 AvalonCon), this is no “light” game. Rather than just offer you an introduction to an already popular and proven game system, allow me to instead offer a few pointers to keep in mind when you first sit down to play Avalon Hill's latest.

Tips for Rajas

While the similarities between *BRITANNIA* and *MAHARAJA* are many, the latter game has a distinctive flavor all its own. Some of the reasons for this are quite blatant; others, quite subtle. For instance, the *MAHARAJA* mapboard is dominated by the rough terrain reaching from sea to sea across the lower portion. The majority of the foreign invasions (at least, until the Europeans show up) come from the north. Because of the slow speed of movement in the rough terrain and the natural defensive benefits it offers, many of the Major Invasions never penetrate far into South India. That makes the north the scene of much conflict. As a result, many players will try to establish extensive holdings in the south with

one of their peoples to avoid the “northern” pressures. However, all of this is eventually thrown into disarray by the colonial invasions which, due to the Europeans' naval mobility, usually come ashore in the south. At that point, it's a whole new ballgame. When you add the establishment of factories and the use of “Arms” to the mix, the game can become a real free-for-all. In the process, some of the Indian nations may “submit” to avoid complete destruction or even opt for an “alliance” with the rapacious British (who need to gain a great many points in a relatively short period of time if the controlling player is to have any hopes of winning). The player best able to plan ahead, and yet simultaneously adapt to the unexpected, will win the game.

Each player should aim for a final victory point total of about 100 points in the four-player game (80 points in the five-player game, 130 points in the three-player full game, and 90 points in the three-player short game). In general, in the “standard” game each of the four players—yellow, blue, green and purple (so named for the background color on the counters of their nations)—controls one of the major native nationalities and one of the European so as to balance the play, as well as provide each with the joys of a Major Invasion to oversee and the ability to establish factories (trading posts) and supply arms to the locals. As in any multi-player game, there's some opportunity for leader-bashing, but in *MAHARAJA* it's not always easy to tell who's winning until the game's over.

MAHARAJA is a fascinating and simple game to learn (meaning you can coerce even your significant others into playing). It covers an enormous span of history, and offers a wealth of surprises even for master players of *BRITANNIA*. So I thought it might be useful to offer some help to those who have been lost in the misty isle for so long, and bring them into the sunshine at least somewhat prepared. Although details will certainly vary from game to game, the following are some general guidelines of what to expect of each of your peoples in *MAHARAJA*:

HARAPPANS



Expected Victory Point Total: 10
Natural Enemies: Mauryans
Represent: The Harappans were the first urban dwellers in India, settling along the Indus river.

PANDYAS

Expected Victory Point Total: 20 (10 in the three-player short game)
Natural Enemies: Cholas, Muslims, Sinhalese
Represent: The Pandyas were Dravidian (ethnicity), Tamil (language group) and Hindu (religion). They represent the twin nations of the Pandyas and the Cheras (also called Keralas) in the early game, and the southern Hindu kingdom of Vijayanagar in the late game (Turn 11 onwards).

CHOLAS

Expected Victory Point Total: 20 (10 in the three-player short game)
Natural Enemies: Marathas, Pandyas, Sinhalese
Represent: Like the Pandyas, the Cholas are Dravidian (ethnicity), Tamil (language group) and Hindu (religion). But they were a distinct nation, and often in conflict with their co-religionists.

MAURYANS

Expected Victory Point Total: 30
Natural Enemies: Greeks, Harappans, Rajputs
Represent: The Mauryans represent the various Aryan invaders of India who formed the first Mauryan Empire around 300 BC.

GREEKS

Expected Victory Point Total: 10
Natural Enemies: Mauryans, Rajputs
Represent: The Greeks represent the Macedonian army of Alexander and the Asiatic heirs of Alexander's settlements, the Greco-Bactrians.

SINHALESE

Expected Victory Point Total: 20 (10 in the three-player short game)
Natural Enemies: Cholas, Pandyas
Represent: The Aryan settlers of Ceylon.

MARATHAS

Expected Victory Point Total: 30 (20 in the three-player short game)
Natural Enemies: Afghans, British, Cholas, Mughals, Rajputs
Represent: The Marathas represent a long line of Hindu nations that arose and were centered in the Maharashtra: the Andhras, Pallavas, Chalukyas, and finally the Marathas.

RAJPUTS

Expected Victory Point Total: 30 (20 in the three-player short game)
Natural Enemies: Afghans, Greeks, Guptas, Marathas, Mauryans, Muslims
Represent: The Hindu descendants of early Central Asian invaders, including the Scythians, Kushans and Huns.

GUPTAS

Expected Victory Point Total: 40 (10 in the three-player short game)
Natural Enemies: Muslims, Rajputs
Represent: The most powerful Aryan kingdom that rose out of the ruins of the Mauryan Empire.

MUSLIMS

Expected Victory Point Total: 30
Natural Enemies: Guptas, Mughals, Pandyas, Portuguese, Rajputs
Represent: The early Muslim invasions of India by assorted Persians, Afghans and Turks that produced in turn: the Delhi Sultanate, the Bahmani Sultanates, and finally the state of Mysore.

MUGHALS

Expected Victory Point Total: 40
Natural Enemies: Afghans, Marathas, Muslims, Sikhs
Represent: The Mongols of Genghiz Khan, the Turks of Timur the Lame, and the Mughal Empire formed by their descendants.

PORTUGUESE

Expected Victory Point Total: 30
Natural Enemies: British, Muslims

DUTCH

Expected Victory Point Total: 10
Natural Enemies: British

BRITISH

Expected Victory Point Total: 40
Natural Enemies: Dutch, French, Portuguese, Marathas, Mughals, Muslims

SIKHS

Expected Victory Point Total: 10
Natural Enemies: Afghans, Mughals
Represent: A militant religious people, drawing on both Hindu and Muslim traditions for their faith and culture.

FRENCH

Expected Victory Point Total: 20
Natural Enemies: British

AFGHANS

Expected Victory Point Total: 10
Natural Enemies: Marathas, Mughals, Rajputs, Sikhs
Represent: The Afghan nation, which was proclaimed independent of Persian rule by Ahmad Shah Abdali in the 18th Century.

Finally, here are a few general pointers for all new players. To do well in this game, read everybody's victory point awards and keep them in mind. Try to plan at least a turn ahead; for instance, when a Major Invasion is due, try not to be standing in its path if you can avoid it. Don't be so seduced by the victory points that come for killing certain individuals or sacking factories that you lose sight of the fact that the majority of your points come for control of territory; if you burn your forces up in pursuit of some will-o'-wisp, you won't be able to hold on to anything...much less victory. Have a "strategic" plan, and let the peoples you control work together if possible. There are many situations where it might behoove you for one nation to give up some points to enable its "friends" to gain even more. Nowhere is this more noticeable than when the Europeans arrive. Try to coordinate your European and Indian nations; often the player who best manages this, and makes good use of his factories and arms, will win the game.

The Crowning Touch

But there is more in this package than just a way to pass a few enjoyable hours. In keeping with Avalon Hill's tradition of enlightening as well as entertaining, *MAHARAJA* is a wonderful education for any gamer. The history of the East is as rich and diverse as any on our globe...yet few Westerners have any knowledge or appreciation of it. Extensive notes on this fascinating part of our world, the epic sweep of its history and the many peoples—from the Harappans to the Mughals, the Cholas to the Muslims, the Sinhalese to the Sikhs—who have shaped its distinctive culture, are included in the rules booklet. All this is supported by distinctive and colorful art that brings the mysterious East to life. No one is likely to mistake the rich panoply of India in this game for the austere and dark colors of *BRITANNIA*. Avalon Hill's talented graphic artists have made *MAHARAJA* truly a stunning sight, from the golden shades of the mapboard to the full-color counters depicting the warriors who fought and died to make their leader the "Maharaja" of the subcontinent.

If you think I'm taken by this game, you're quite right. I thoroughly enjoyed *BRITANNIA* when it first came into our offices. And, unlike far too many games since, I'm always willing to take some time for a playing of it still. Until *MAHARAJA*, that is. I would hope that we've done Craig Sandercock—who died in an accident shortly after this game was accepted for publication two years ago—proud. The game is so far as I am concerned, the "jewel in the crown" of Avalon Hill's releases this year. Like India herself beckoned to Alexander, Timur, Albuquerque and Clive, *MAHARAJA* will seduce anyone seeking a new horizon.

CAT'S KILL



ASL SCENARIO G21



VICTORY CONDITIONS: The Germans win if they Control more stone buildings than the Canadians at game end.

BRETTEVILLE L'ORGUEILLEUSE, FRANCE, 8 June 1944: On June 8th, SS-Obersturmführer Rudolf von Ribbentrop, son of the Reich Foreign Minister, arrived in Normandy with his *Panzer Abteilung* as part of the attempt to bolster the German defenses. Ribbentrop's troops were immediately ordered into a night assault to relieve the 1st Battalion of SS-Panzer Grenadier Regiment 26, which was believed to be holding the town of Bretteville and under intense attack by the Canadians. His *I. Abteilung* was joined by a reconnaissance company, and Kurt "Panzer" Meyer assumed overall command. The column passed the villages of Franqueville and Rots uneventfully, and pressed on toward Bretteville. Upon reaching the outskirts of the town, the two lead Panthers announced their arrival with a thunderous salvo.

BOARD CONFIGURATION:

BALANCE:

- Reduce game length to 9 turns.
- ⚡ Increase game length to 11 turns.

20	
O3 O5 O4 O2 O1	
	01



TURN RECORD CHART

○ CANADIAN Sets Up First [227]	⚡	1	2	3	4	5	6	7	8	9	10	END
⚡ GERMAN Moves First [183]												



Elements of the Regina Rifles, 7th Canadian Infantry Brigade, 3rd Canadian Division [ELR: 4] set up in building hexes on/north-of the 20Y10-20Y1-10I1-20U7-10Q10 road: {SAN: 4}



4-5-8	2-2-8	9-2	9-1	8-1	6-14	4-12	2-7	8-3	16 0 1 4PP T10+* BMG 2/-/*	*57L
12	2	2	2	2	2	4	2	2	2	2

Regina Rifles HQ sets up within two hexes of 20P8:

4-5-8	2-2-8	10-2	6-1	8-3	7 morale	*57L
3	2	3	3	2		2



Elements of 12. SS-Panzer Division "Hitlerjugend" [ELR: 5] enter on Turn 1 along the south edge: {SAN: 2}



6-5-8	8-3-8	10-2	9-2	9-1	8-1	8-0	5-12	3-8	24-1	12-4	30-1	7 morale
9	3	5	5	4	2	6						

9-2	*15 75LL 3/5/2	16 11 21* BF24 -/-/3	33 8 10 75*1	33 2 20L(6) -/5	30 1 AAMG -/-/6*
	6	3			

SPECIAL RULES:

1. EC are Moderate, with no wind at start.
2. Night rules are in effect. The initial Base NVR is three hexes, with Scattered Clouds and a Half Moon. The German is the Scenario Attacker and the Canadian the Scenario Defender (E1.2). The Majority Squad Type for the Germans is Stealthy, and Normal for the Canadians.
3. Place overlays on board 20 as follows: O1 on X4, O2 on X5-X6, O3 on R6-S6, O4 on U5-V4, and O5 V6-W7. All hedges are bocage. Building 20E7 is completely rubbled at ground level.

4. The "?" in the German OB are set up as Dummy Cloaking counters.
5. The Germans may make a Recon dr (E1.23) after Canadian setup.
6. Each Canadian Carrier sets up containing an Inherent 2-4-8 HS.

AFTERMATH: The salvo, an old Eastern Front trick, allowed the Germans to spread out into the village rapidly. For the Canadians the attack became a desperate waking-nightmare. The Battalion HQ was cut off as fires and flares lit up the village. The SS men appeared nearly as confused as their prey with a lone German officer parking his Kübelwagen in front of the Canadian HQ. With the coming dawn, having been unable to locate the missing Panzer Grenadier Battalion, the Germans withdrew leaving an exhausted and nearly annihilated Canadian foe in possession of the burning village. This engagement has one other historic side note; the first Panther destroyed in Normandy remained behind.

A DAY BY THE SHORE



ASL SCENARIO G22



FRANCEVILLE-PLAGE, FRANCE, 7 June 1944: In the original Overlord landing plan, 45 (Royal Marine) Commando's first task after crossing the Orne was to capture a heavily defended gun battery at Merville—if the battery had not already been captured by the 9th Parachute Battalion. The paratroops had attacked the battery, but one gun was still firing and in the confusion two troops of 3 Commando were sent to finish the job. 45 Commando was then reassigned to secure the coastal town of Franceville-Plage. While advancing across open ground toward their objective, the much-reduced force came under intense mortar and sniper fire. Worse, its HQ was ambushed, leaving only three officers unwounded. Following a short naval bombardment, two troops entered the main street of the town.

BOARD CONFIGURATION:

	8
	20
	4

BALANCE:

- ☛ German Turn 3 reinforcements enter on Turn 2.
- ⦿ Add two British light mortars (range: 2-11; dm at owner's choice) to the at-start British force.



VICTORY CONDITIONS: The British win immediately when they Control the pillbox *and* the majority of the board-8 and board-20 multi-hex buildings, provided the Germans currently possess *no* assembled, Good Order HMG.

TURN RECORD CHART

☛ GERMAN Sets Up First [57]	1	2	3	4	5	6	7	8	9	10	END
⦿ BRITISH Moves First [168]											

Elements of Bataillon I, Grenadier Regiment 736 [ELR: 3] set up as follows, with all German Personnel and each SW and Gun entrenched or in a pillbox: {SAN: 4}

8Z1:

8S2:

8P2:

8I4:

20U1:

20Y2:

3

(see SSR 3)

Troops B and E of 45 (Royal Marine) Commando, 1st Special Service Brigade [ELR: 5] set up on board 4 in hexes with coordinates of ≥ 4 : {SAN: 3}

12

5

4

Troop A enters along the south edge on/after Turn 3 (all, some or none may enter on each allowed turn):

6

3

2

SPECIAL RULES:

- EC are Moderate, with a Mild Breeze from the Southwest at start. All water, and all land hexes, north of the south river bank are Deep Ocean.
- All German HMG are considered to be in static mounts. Each may be moved from beneath a Trench/Pillbox counter only while dismantled. A dismantled HMG may be reassembled only while beneath a Trench/Pillbox counter.
- The pillbox must have a CA of X2-Y3.
- The British receive one module of 70+mm Battalion Mortar OBA (HE/Smoke).

5. No Good Order German unit (or SW/Gun) that sets up beneath a Fortification counter may voluntarily leave that Fortification before Turn 3.

AFTERMATH: The whole of the main street, nicknamed "Piccadilly" by the commandos, was dominated by a huge pillbox. Despite inadequate weaponry to tackle this formidable obstacle, which included an anti-tank gun positioned inside, the British attacked. The fighting was bitter and intense; many Germans making a stand in a ditch were forced out only when the fighting became hand-to-hand. Major Beadle of E troop engaged the pillbox with a PIAT, but mortar and MG fire forced his team back. As ammunition began to run low, the Germans counterattacked in strength, trying to force the commandos onto the guns of the beach defenses. A running battle ensued as the British retreated down Piccadilly and the Germans dashed down a parallel street in an attempt to cut them off. Able Troop, which had been in support, delayed the Germans long enough to allow the commandos to escape.

Maharaja

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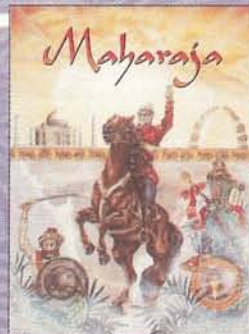
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CONTEST #169

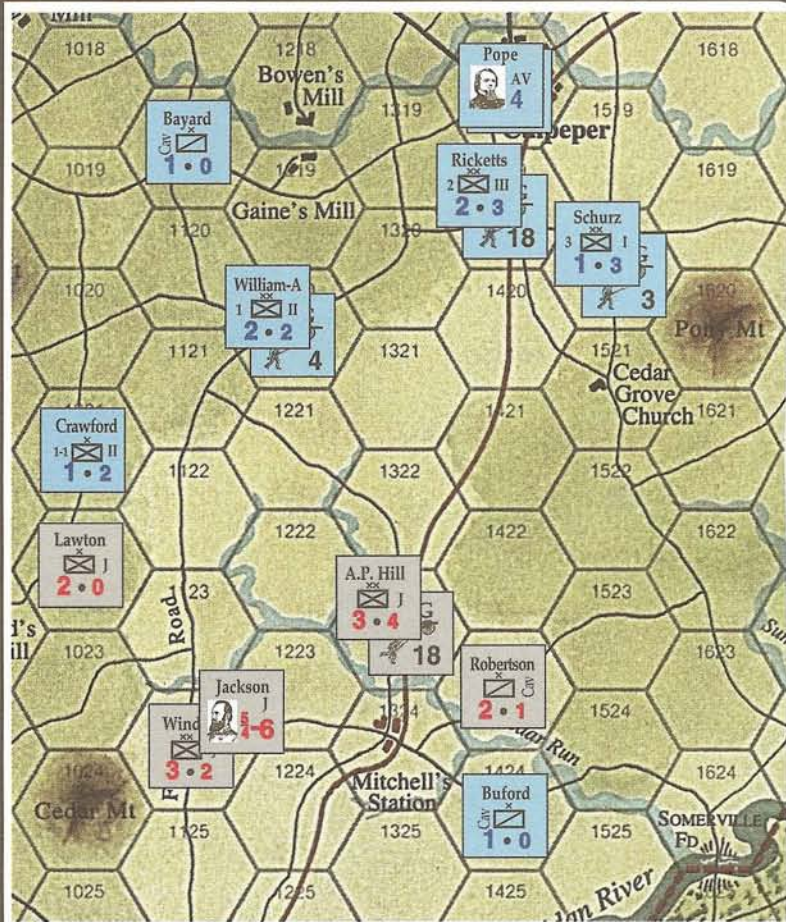
The information discussed in the article "Flow of Battle" (page 5) brings us to this issue's contest, pitting Stonewall Jackson against General Pope in the Battle of Cedar Mountain (Scenario #1-SJW). It's the last turn of the scenario and the initiative has been passed to the Confederate player who has only one unit left to move: A.P. Hill's Division. The total Victory Points gained by the Rebels so far is two (which, if the game were to end right now, would yield the Union player a "Marginal Victory").

Assume the roll of A.P. Hill and try to win a "Decisive" victory for the Confederacy. You have four Movement Points to spend marching and attacking. Three Union Divisions are within striking distance (Williams-A, Ricketts, and Schurz). The Manpower ratings for both the Union Divisions and A.P. Hill are shown.

You must move and attack one of the Union Divisions to give yourself the best chance at winning a Decisive Victory. You have enough movement to make a Column of Route, Hasty, or Normal attack. Choose the best unit to attack and the best attack type to use.

Attack	Type of Attack
Williams-A	_____
Ricketts	_____
Schurz	_____
Explain Your Move	_____

Name _____
 Address _____
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Three Days in Pennsylvania

Optional Rules for GETTYSBURG '88

By Steven Mones

The battle of Gettysburg is unique in several respects. It was the largest battle of the war, it was a decisive strategic victory for the Union, and its ramifications included the demise of any offensive hopes for the Confederacy. Arguably, the Confederacy lost the battle and the war at Gettysburg.

This direct clash of two mighty armies is perfectly suited for wargaming. Indeed, Gettysburg has been the subject of five Avalon Hill games over the last 35 years. The present incarnation, *GETTYSBURG '88* (GBG), is a simple operational level game, with a tactical flavor, that can be completed easily in one sitting. The mapboard hexes represent approximately 700 yards, each turn represents two hours, and units represent infantry divisions, cavalry and artillery brigades, and individual generals.

GBG introduced a new and streamlined combat resolution system. Not only was the ubiquitous combat results table abandoned, but there are no charts or tables at all. Instead, those traditional game accouterments were replaced with a simple comparison of combat factors, modified by terrain effects, and randomized by decimal die rolls. This system works well at this level, and, in only slightly modified form, it was adapted to World War II combat in the later Smithsonian Institution series games.

Part of the beauty of GBG is that it is ideal both for beginners and experienced wargamers. Nearly everyone has at least heard of Gettysburg, and this familiarity may serve to draw in those newcomers who have either never heard of, or are intimidated by, the likes of Rommel and Montgomery. For novice wargamers, the game's attributes are manifest: the mapboard is small but uncluttered, the piece density is low, and the game can be played to completion in a couple of hours. The game mechanics are relatively transparent which permits players to concentrate on strategy and tactics rather than rules. All in all, the game represents a most harmonious balance of military detail and playability.

While the basic and advanced rules permit challenging play opportunities, more experienced gamers may desire additional historical detail in the form of optional rules. The adaptability of the game system is testament to the fundamental soundness and accuracy of the design. Several optional rules have already been presented in Volume 25, No. 3 of *THE GENERAL* and the following further options were designed to add variety and depth to the game without significantly altering the wonderful simplicity flow of play. Indeed, most of these options are simply logical extensions of existing rules, and none change the character of the game.

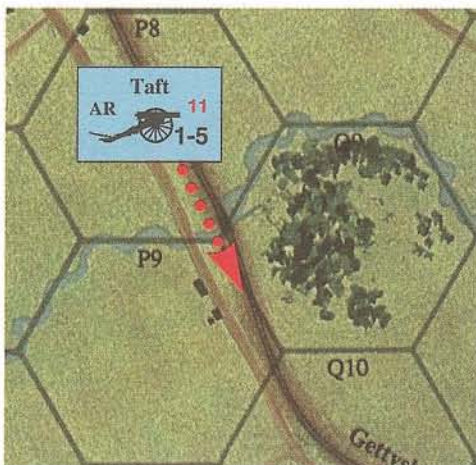
MOVEMENT AND COMBAT

Movement of units under the existing rules is straight-forward and logical, and the combat system is elegantly simple. However, the following additional rules add historical accuracy to the game without encumbering the fundamental principles of movement and combat.



Artillery units may cross streams only by roads or railways.

This rule prohibits artillery units from crossing stream hexes except by use of a road or railway. The streams depicted on the mapboard, (Willoughby Run in the west and Rock Creek in the east), are narrow and shallow, but they have relatively steep banks with heavy vegetation which obstructed movement of artillery units. Therefore, while infantry and cavalry units may cross streams anywhere with only a +1 movement factor penalty, artillery units may cross streams only by road or railway. This rule also applies to retreats after combat; artillery units may not retreat across a stream except by a road or railway. A consequence of this is that if an artillery unit loses a battle and has no path of

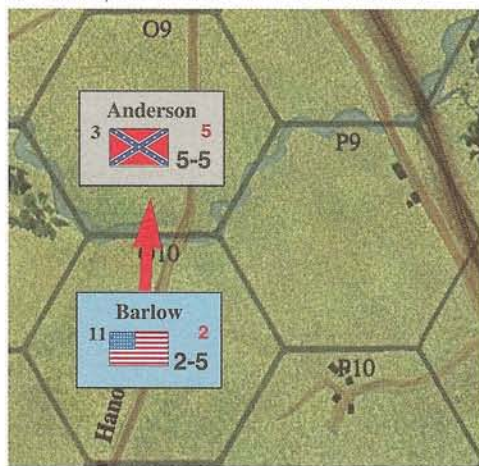


Taft's artillery has to cross the river by either road or rail.

retreat, it is eliminated. That may appear harsh, but it reflects the cold realities of moving heavy guns through difficult terrain.

Units attacking across a stream receive a -1 combat modifier.

As noted above, the streams depicted on the board were traversable by infantry and cavalry, but they would have impeded an orderly attack. Those persons familiar with the battlefield will note that the board does not depict many minor streams which did not have a significant impact on division level maneuvers. However, Willoughby Run and Rock Creek posed real, if not insurmountable, logistical problems during attacks. Therefore, each unit attacking across a stream hex receives a -1 combat modifier.



Units attacking across a stream.

Artillery units may not move and fire in same turn.

Perhaps the most significant of these movement options is that artillery units may not move and attack in the same turn. The rationale for this rule lies in the fundamental difference between artillery and infantry/cavalry tactics for units at this scale.

Under the existing basic game rules, artillery units act exactly like weak infantry units. Under the advanced game rules, artillery units are permitted to fire "long range" (two hexes), but only under limited circumstances. In all other respects, artillery units still perform like infantry units. In effect, artillery units are relegated primarily to use in "soak-off" attacks or to add just the right numerical value to an attack. Those tactics do not reflect the true role of artillery at Gettysburg or any other Civil War battle.

In reality, artillery tactics were vastly different from the tactics employed by other units. Infantry and cavalry attacks were essentially short range clashes or outright charges. The key was maneuver and assault at ranges of less than 400 yards. On the other hand, artillery generally was emplaced before firing and the ranges involved, offensively, were typically several hundred to over one thousand yards. Only on defense was artillery used at close range, and then, through the use of canister rounds, the

guns acted like deadly shotguns on attacking infantry. Due to their devastating defensive capability, artillery units were generally well protected and were never employed in the suicidal stratagems so prevalent in this game.

As a result, in game terms, the primary tactical distinction between infantry/cavalry and artillery is movement; it is essential for the former and minimal for the latter. To reflect this difference, a fundamental change is in order: artillery may not move and fire in the same turn.

A direct consequence of this change is that artillery units are no longer readily available for ahistorical "soak offs." Instead, strategic placement of artillery units becomes important because they can no longer be moved into action in one turn. Artillery placement and usage must be planned carefully, and one will often find that a successful attack leaves artillery units out of position in the rear where they cannot participate in breakthroughs. From a practical standpoint, one cannot rely on artillery as a constant source of offensive firepower. Instead, artillery units figure most prominently either on defense, or on offense where there is a particularly tough defensive nut to crack.

One possible criticism of this rule is that it ignores the fact that there are documented instances where guns were moved to the front for direct fire during assaults. Similarly, there were instances where guns were successfully withdrawn during an assault. However, those actions generally involved individual guns or, at most, isolated batteries. Given the scale of the artillery units in this game, such actions would not have been regular occurrences.

The artillery game pieces represent brigade size units. A Union artillery brigade normally comprised 4-5 batteries of six guns each for a total of about 24-30 guns, while a Confederate artillery brigade normally comprised about 4-6 batteries of four guns each for a total of about 16-24 guns.

One may wonder why the smaller Confederate artillery brigades generally have larger combat factors than their Union counterparts. The answer lies in the organization of the two armies. In the Union army, each corps had its own artillery brigade, but divisions had no specific artillery support. By contrast, not only did Confederate corps have their own artillery brigades, but Confederate infantry divisions had attached organic artillery units. In the game, each Confederate artillery unit represents an amalgamation of the named corps level unit with the division level artillery units. This accounts for Confederate artillery brigades having larger combat factors than Union artillery brigades despite the smaller number of guns of the actual named units.

[Avalon Hill's GETTYSBURG '77 provides an excellent secondary source for numerical data on the artillery units in each army at Gettysburg. The Union forces had 368 guns in 14 brigades, while the Confederates had 277 guns in 16 brigades. Based on these figures and the number of artillery units in the game, each artillery combat factor in GBG represents approximately 23 guns for both sides.]

Thus, given this game scale, it's simply not realistic to expect artillery brigades to be able to

accompany infantry or cavalry into battle. Accordingly, artillery units may either move or attack during a turn.

Artillery may not fire from Gettysburg city hexes.

On a simpler note, artillery units may not fire from a Gettysburg city hex. This reflects the fact that artillery took considerable space to set up and the cramped city streets hindered effective use of the guns. Under prevailing artillery doctrine, a properly deployed battery spaced its six guns about 14 yards apart and occupied a front of 82 yards. Given the brigade scale of artillery units, there would not have been enough room to fully deploy artillery in the city streets. Therefore, artillery may move through city hexes, but may not fire from them.

If an artillery unit in the Gettysburg hex is attacked, it defends with a combat strength of 0. This may seem harsh, but it represents the fact that, without their guns, lightly armed artillery troops simply could not stand up to an attack by either an infantry division or even a cavalry brigade. It is, therefore, important to properly deploy artillery in the open country and to avoid being caught in Gettysburg inadvertently.

Units entering board in same hex must enter in column.

The rules are silent on the subject of the actual procedure for entry of units from off the board. As a result, many players probably give all entering units their full movement allowance counting the first hex as their first movement factor. In reality, Civil War era units moved by road exclusively in column formation which limited the ability of a unit to proceed faster than the unit(s) in front of them.

To simulate columns, units entering from a particular hex must be set up as if there were off-board hexes, and each unit expends extra movement factors to enter. For instance, the first unit in column would expend 1/2 movement factor to enter along a road or one movement factor for a clear hex, the next unit would expend one movement factor to enter along a road or two movement factors in a clear hex, and so on throughout the column. This simple change has a significant impact on the placement of units and their ability to arrive on the battlefield. As a result, the order of units within a column becomes important, just as it was at the time.

As an aside, it is recommended that the variant entry procedure proposed in Vol. 25, #5 of *THE GENERAL* by A. Martin and J. Brown in their "Intermediate Gettysburg" article be adopted with respect to units scheduled to enter in hexes within enemy zones of control. For those readers who do not have that issue, the following represents a summary of the proposed entry rules:

Where an entry hex contains an enemy unit or zone-of-control, an entering friendly unit may: (1) conduct immediate combat from off-board and advance on-board if successful; (2) enter an adjacent hex and conduct immediate combat; (3) enter the nearest non-zone of control hex and stop; or (4) delay entry.

The combination of the column rules and the above entry rules provides the flavor of different

unit formations without resorting to unit formation markers or other more complicated procedures.

Units may not use the road bonus within two hexes (inclusive) of enemy artillery.

Units within two hexes of artillery would be within range of interdicting fire from the guns, so they would move more cautiously and would avoid the normal column formation. In game terms, the zone-of-control radius for artillery is expanded to two hexes; hence, the road bonus does not apply to units moving within that radius.



Anderson's Division is two hexes from Wainwright's artillery. Anderson doesn't receive the road bonus while moving.

STACKING UNITS

Under Rule 2(e), two units may stack together provided a general is present. Advanced Rule 10(a) adds the requirement that units must be of the same corps as the general to stack. These rules should be abandoned and replaced with the following:

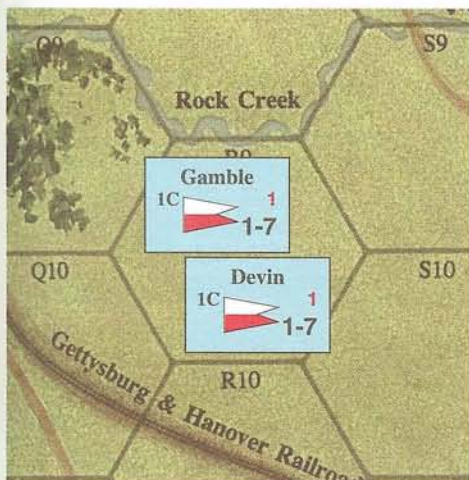
Any number of Generals can be stacked together (clarification).

As in the current rules, stacking of any number of general units with other units remains permissible. A general unit represents the named individual and his staff, so the number of personnel is a fraction of those in infantry, cavalry, and artillery units.

Under Advanced Rule 10(a)(2), a general only provides leadership benefits to those units in his own corps or brigade. That principle is not affected by stacking. Any number of generals may stack in one hex, but they may command only their own units.

Two Cavalry units (from the same corps/division) may stack together.

Cavalry units represent brigades, which are smaller than infantry divisions. Therefore, two cavalry units may stack together provided they are from the same corps or division. A general is not required for such stacking.



Cavalry units may stack together.

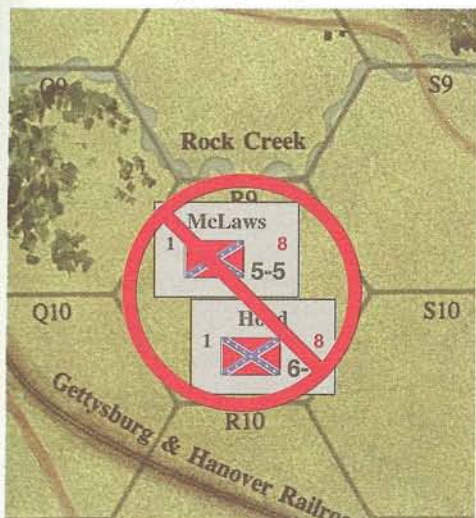
Infantry units may not be stacked together.

The present stacking rules encourage the creation of “killer stacks” of infantry divisions, particularly by the Confederate player, which are used in an ahistorical manner. This is not only a misuse of forces in a historical sense, but, given the division level of the infantry units, and the terrain scale of 700 yards per hex, the stacking of infantry divisions is not realistic.

Official doctrine of the time called for infantry regiments to occupy approximately 132 yards of space when in a standard battle line. The five regiments in an average brigade would, when spaced the standard 20 yards apart, occupy 740 yards. The average division, with three brigades, and 25 yards between them, would thereby occupy a front of 2,270 yards.

It is evident from these figures that two infantry divisions simply could not crowd into a 700 yard area and still be able to bring full firepower to bear. As a result, the stacking of infantry units should be prohibited.

A direct consequence of this policy is that battle lines tend to be longer and generally more reminiscent of the actual battle. “Killer stacks” no longer roam the battlefield looking for hapless victims. Thus, the no-stacking policy for infantry units is not only more realistic, but it painlessly forces players to adopt historical tactics without adding complexity.



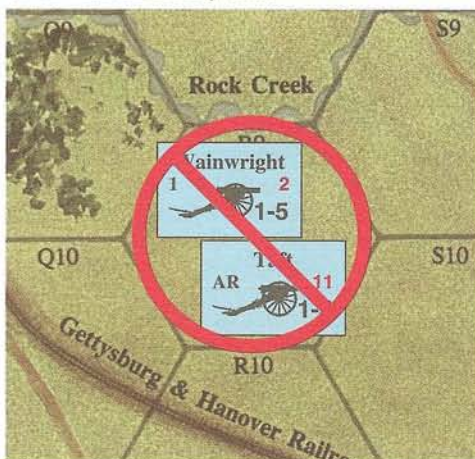
Infantry units may not stack.

Two or more artillery units may not stack together.

Artillery is a problem at this scale because one must balance physical realities with the tactics of the time. From a purely realistic view, one could easily fill a 700 yard hex with many more guns than the 16-30 in an artillery brigade. However, the tactics of the day did not call for such “stacking” of artillery.

As noted above, guns were generally kept about 14 yards apart. In addition, there was more to an artillery brigade than the guns themselves. Each battery had an attachment of nearly 100 officers and men, plus there were supply wagons and support units. Moreover, command and control were always difficult, and artillery tended to be used in small groups. There were instances where coordinated artillery bombardments occurred, but those were the exception rather than the rule. As a result, while it may be somewhat of a game mechanic, better simulation is achieved if two artillery units are not permitted to stack together.

On the other hand, one artillery unit may stack with one infantry unit, provided they are of the same corps. This was the normal arrangement and is in keeping with the scale of the game. The only exception to this rule is that Union reserve artillery units may stack freely with any infantry units. As with cavalry units, a general is not required for an infantry unit to stack with an artillery unit.



Wainwright's and Taff's artillery may not stack.

Units in column may not stack together.

To better simulate the movement of troops in columns, the restrictions on stacking should be imposed along with the column entry rules discussed above. Therefore, units entering the mapboard may not stack with any other units, other than generals, during movement. Stacking, if otherwise permissible, may occur only at the end of an entrance turn. This rule limits the ability of generals to move masses of troops and better recreates the “traffic jams” prevalent at the time.

LEADERSHIP

Under the present rules, generals provide only two benefits: a movement bonus of one movement factor and stacking of units of the same corps. As noted above, the requirement of the presence of a general for stacking has been abandoned. The movement bonus is a good rep-

resentation of the motivational effect of a general being present with a unit. However, the presence of a general was also felt in battle. Indeed—at least at the corps and division levels—generals were expected to be present at the front to provide leadership and inspiration, as well as to maintain some semblance of control, as their troops went into battle. As a result, the following combat modification system for generals is suggested.

Corps Commanders provide a +1 combat modification.

2 Corps	1 Corps
HANCOCK	LONGSTREET
10 5	10 5

This system is a derivative of one proposed in Vol. 25, No. 5 of *The GENERAL*. In his article, “They Led at Gettysburg”, Thomas Boeche explored the issue of leadership at Gettysburg and he suggested a system of die roll modifiers for each general based on his effectiveness during the battle. Each general's historical performance was quantified on a scale of -1 (poor) to +2 (good).

That leadership system added a simple and interesting variation to the game, but it also resulted in some ahistorical play. In particular, it encouraged players to deliberately leave poor leaders out of battle to avoid the negative combat modifiers. That is an obvious game mechanic because corps leaders were regularly in the thick of battle and several were killed or wounded.

From a philosophical standpoint, the system also penalized the poor generals only in battle. By contrast, nearly all the commanders at Gettysburg, on both sides, displayed courage and leadership under fire even if they were not particularly astute military strategists. Indeed, most of the documented leadership blunders occurred not in battle, but rather in either the movement or deployment of troops. That is difficult to simulate in a game system, but the almost universally positive morale factor of a general's presence should be reflected in the combat procedure.

In an effort to encourage use of corps commanders, it is suggested that all corps commanders be given a +1 modification in battle. This system not only rewards units lead by generals, but it to some extent compensates for the absence of stacked units.

One potential problem with this uniform modification system is that the Union player has many more general units than the Confederate player (13 versus 5). In his variant system, Mr. Boeche cleverly designed the ratings so that both armies received the same total modifications. In effect, the Confederate player has fewer generals, but they have a greater average positive modifier than their Union counterparts.

On the surface, the system proposed here does not reflect that leadership balance explicitly. However, an empirical balance is struck by the nature of the combat units themselves. Union infantry units generally have lower combat values than Confederate infantry units, so Union generals stacked with them are more vulnerable to elimination than their Confederate counterparts. As a result, Union generals tend to become hors de combat more frequently than their Confederate counterparts. Playtesting indicates that this attrition process essentially bal-

ances leadership while still granting generals real usefulness in battle.

Generals Meade and Lee provide a +1 combat modifier to any one unit (or stack) within five hexes.

A. of the Potomac MEADE 10	8
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A. of N. Virginia R. E. LEE 10	5
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While division and corps leaders spent much of their time in or near the battles, such was not the case with the commanders of the two armies. Generals Meade and Lee undoubtedly provided leadership and inspiration to their forces, but those qualities were expressed indirectly rather than in actual combat.

To reflect this indirect leadership role, neither Meade nor Lee are required to accompany units into offensive combat to provide a leadership combat modifier. Instead, Generals Meade and Lee provide a +1 combat modifier to any one unit (or stack) engaged in offensive combat within a range of five hexes. The combat modifier for Meade and Lee is not cumulative with that of other generals; units receive a maximum of a +1 modification regardless of the number of leaders present. Under Mr. Boeche's system, Generals Longstreet and Hancock provide a +2 combat modifier. That is equivalent to the full combat strength of some Union divisions and probably exaggerates the inspirational values even of those fine leaders.

If Meade and Lee are intentionally or inadvertently placed in harms way, such as in a situation where they are stacked with units which are subjected to attack, they would apply their combat modifier directly. They also would, of course, be subject to elimination if their supporting units were destroyed. That is one more reason to keep Meade and Lee away from the front line and to find them a centralized (and safe) location where they can exert overall command.

ARTILLERY FIRE

The artillery rules in the present basic and advanced rules represent severe compromises for playability. The following changes are designed to increase the realism of artillery tactics without significantly affecting playability.

Long Range Artillery Fire

Under the existing advanced rules, artillery units are permitted to fire at long range (two hexes) only under two circumstances: (1) "counterbattery" fire against enemy artillery units; and (2) supporting defensive fire during attacks on nearby friendly units. These are rather severe limitations which distort the historical use of artillery batteries. More realistic use of artillery is accomplished by permitting artillery to fire offensively and defensively, at any units, at ranges up to two hexes.

Before setting forth the proposed long range artillery rules, one additional factor must be considered — line of sight. Before anyone panics, let me add that I do not intend to turn this game into "Advanced Brigade Leader." In this instance, line of sight is a simple and unambiguous concept: if the hex directly between the attacker and defender is a hill, woods, or city hex, or if it contains a friendly unit, then line of sight is blocked and long range fire is prohibited. This rule is consistent

with advanced rule 10(b)(1). Edges of hexes do not block line of sight.

There are no exceptions to this rule. For instance, there are no elevation effects to consider; an artillery unit on a hill cannot "see" over lower elevation woods. The only question in a particular situation is whether there is an intervening hill, woods, or city hex, or a friendly unit in such a hex; if the answer is "yes," then line of sight is blocked and the long range attack cannot be made.

Offensive Long Range Artillery may fire before the movement of friendly units. On offense, an artillery unit may fire at long range before the movement of friendly units. This simulates pre-attack bombardment which was a common tactic. Offensive long range artillery fire procedure is essentially the same as normal fire procedure except that:

1. The defender is permitted defensive modification for woods or city hexes only (open hill hexes provide no modification);
2. There is no punitive effect on the attacker if the attack is unsuccessful (the attack is one-sided);
3. For a combat resolution differential of less than 4, there is no effect while a differential of 5 or more causes a maximum of only one hit;
4. If the defending unit suffers a hit, retreat is voluntary.
5. Adjacent artillery units may either combine fire into a single attack or engage in individual attacks.

The exclusion of a defensive terrain modification because mere elevation did not provide any protection from artillery fire. The attacker is not penalized for an unsuccessful attack because artillery is a one-way attack; the defender gets his chance during his half of the turn. The voluntary retreat rule for defending units simulates the fact that such units may just dig in and wait out the attack. The low attack values of artillery units (one or two combat factors) means that few long range artillery attacks will have an effect on the target, even when multiple batteries fire on one hex. That is consistent with the historical results of artillery attacks.

The quintessential study of the effectiveness of long and short range artillery is provided by the famous artillery barrage which preceded "Pickett's Charge" on the third day of the Gettysburg battle. For over two hours, more than 130 Confederate guns and more than 80 Union guns bombarded their respective positions on Cemetery Ridge and Seminary Ridge. Both sides suffered casualties and temporary disruptions of communications, but neither side sustained any significant impairment of its military effectiveness. The bombardment proved to be more sound than fury. In the midst of shot and shell, the Union forces were able to execute a clever strategic move by withdrawing their guns to conserve ammunition for the anticipated Confederate charge. The Confederates misinterpreted this as indicating that the Union guns were out of ammunition. When the charge came, the Union guns were moved back into the line and they proceeded to devastate Pickett's division with close range canister fire. That action, perhaps more than any other, demonstrated the

relative impotence of long range artillery fire in comparison to short range fire.

Short Range Artillery Fire

Artillery fire at short range (one hex) is conducted exactly as in the basic game rules with only the following exceptions:

1. As noted above, an artillery unit may not move and fire in the same turn;
2. A unit on a hill fired on by only adjacent and/or long-range artillery units does not receive the hill defensive benefit;
3. Consistent with the no-movement policy for attacking artillery, a successful offensive artillery unit may not advance after combat.
4. At a range of one hex, the combat factors for artillery units are doubled, with any applicable terrain modification being added after the doubling.

The last option above, doubling the firepower of short range artillery, flows from the fact that artillery was most effective at close range. This is a slight modification of the rule proposed by Messrs. Marian and Brown, in their "Intermediate Gettysburg '88" article, where artillery are given a +2 modifier at close range. Promoting a 1-factor artillery unit to three combat factors may be excessive as it would then be stronger than many infantry divisions. On the other hand, doubling such a unit's firepower makes it comparable to a weak infantry division which is probably only a slight exaggeration. A 2-factor artillery unit becomes quite formidable which recreates the fact that a full strength artillery brigade could wreak havoc on infantry attacking at short range.

One additional rule for short range artillery that is not listed above would prohibit a lone defensive artillery unit from retreating if it lost a battle. Such a unit would be eliminated if the successful attacking unit advanced into its hex. The justification for this rule is that, in an offensive situation, it is presumed that no enemy units are attempting to enter the artillery unit's location, while in a defensive situation, the artillery unit is threatened directly and there would be little time to limber the guns and withdraw them to safety. This has a rather severe impact on artillery units given the fact that they represent full brigades. Therefore, to avoid overdramatizing the weakness of lone artillery units, this option is not endorsed with the same confidence as the other proposals. Of course, readers are free to experiment with this option to see if it accurately simulates the problems facing unsupported artillery units.

CONCLUSION

These options were designed to make an already excellent game even more realistic without changing its degree of complexity. The most drastic changes, those involving the artillery fire rules, provide better differentiation of units and more accurately simulate the tactical and strategic problems faced by the actual commanders. These options were not designed to transform the game into a true simulation as that would undermine its *raison d'être*. On the other hand, the flexibility of the game system permits the game to be enjoyed at several levels, depending upon the degree of experience of the players.

SERIES REPLAY

BREAKOUT: NORMANDY (Part 2 of 2)


German: Drew Simon

Allied: Andrew Maly

Neutral Commentator: Donald Greenwood

This is Part 2 and the conclusion of the BREAKOUT: NORMANDY replay we began in Volume 29, Number 3. The game continues with the first Impulse on June 9.

JUNE 9: ALLIED REINFORCEMENT PHASE

 I'm going to stuff everything the British are receiving into Gold. I think this should serve several purposes. First, I think that while Drew can reinforce Bayeux, it's a losing cause. Second, it should distract some of the German efforts from the flanks, which seem to be weak. Drew has a lot of options, all of which are particularly necessary on his part, so I should be free, for about two or three Impulses, to take my moves where I want to, and be free from German interference.

JUNE 9: GERMAN IMPULSE A

We resume after a two-week break. Andy got married. Congratulations. This should be an interesting day. The Germans need to cover Foret de Cerisy and St. Lô, Merville to the eastern edge, and Bayeux.

Activate Tilly (21): 2/Lehr to Bayeux (20), no Assault.

JUNE 9: ALLIED IMPULSE A

Interesting move on Drew's part, but I think it leaves me too many opportunities. The biggest one I see is the chance to seize the Grandcamp - Isigny bridge. This will put me in an excellent position if I succeed, and Drew doesn't have a lot that he can counter with on a local basis. Granted the odds of success won't be in my favor, but this offer may not last long.

Activate Grandcamp (31): 2/9, 2/23, 2/38, and 101/327, Optional Assault with 2/XX Support. 10 + (11) = 21 vs. 1 + (6) = 7, 14 CPs. CA eliminated, Overrun. Place American Control marker.

2/9, 2/23, 2/38 move to Isigny (33), Mandatory Assault with 2/XX Support. 9 + (9) = 18 vs. 10 + (4) = 14, four CPs. 2/30 Flak to D2; 32 Flak retreat to St. Lô. Place Allied Bridge marker on Grandcamp (31) bridge.

June 9: Neutral Commentary Impulse A

Drew continues to feed units into a battle he must ultimately lose. Blowing the Isigny bridge was a better move—as it has been for the past four impulses.

I can't fault Andy for the successful foray into Isigny. He needs the naval bombardment at Carentan and if he had used it on Isigny, Drew may well have finally blown the bridge. Andy's bold nature finally pays off.

JUNE 9: GERMAN IMPULSE 0

Due to the good fortune the Allies had in getting the 2nd Infantry across the Aure and into Isigny, the 77th Infantry must arrive now.

Activate Zone E: 77 Pak to Isigny (33), no assault. 77/1050, 77/1049 and 77/XX to Foret de Cerisy (28).

JUNE 9: ALLIED IMPULSE 0

I recognize that I'm going to get tied up in Foret de Cerisy, but I believe that it's going to pin down a lot more of his units than it is of mine. Granted, I could gain the advantage back by attacking Colombières, but I think that would weaken my overall position. Attacking Foret de Cerisy, assuming my first attack succeeds, only serves to strengthen my position.

Activate Trévières (29): 1/16, 1/18, and 1/26, Optional Assault with 1/XX Support. 10 + (8) = 18 vs. 2 + (10) = 12, six CPs. 352/914 and 352/916 eliminated, Overrun. Place American Control marker.

1/16, 1/18, and 1/26 to Foret de Cerisy (28), Mandatory Assault. 9 + (5) = 14 vs. 5 + (8) = 13, one - Bocage = zero CPs.

June 9: Neutral Commentary Impulse 0

I don't agree with Andy about the importance of contesting Foret de Cerisy. At least not with all of the Big Red One. If he gets a short day (and he's overdue for one), he'll wish he hadn't turned down every chance to reclaim the Advantage. I'd have sent one regiment into the bocage at 6:5 and sent the others into Colombières. Besides, the best way to attack Foret de Cerisy is by isolating it with penetrations into Balleroy and St. Lô.

JUNE 9: GERMAN IMPULSE 1

Let me see if I can't soften up the British.

Artillery Bombardment: Merville; Target: 27 Armor. 12SS/XX and 346/XX conduct attack. 7 + (8) = 15 vs. 1 + (11) = 12, three APs. 27 Armor to Spent.

JUNE 9: AMERICAN IMPULSE 1

He thinks his right flank is weak. It is. I just can't do everything at once. Since he really can't reinforce his center any more, I'm going to press the issue in Bayeux by landing my reinforcements. I'll also throw the other armor unit into Bretteville. If I clear the place it creates some interesting possibilities. If not, I don't think I lose anything in terms of position, but it may cause Drew to think twice about my intentions.

Activate Gold Approach: 4 Armor, 51/152, 51/153, 51/154 to Bayeux (20), Optional Assault. 10 + (10) = 20 vs. 5 + (11) = 16, four CPs. Lehr/2 to D1; 1 Flak, 30, and LXXXIV/XXX retreat to Balleroy (22).

7/22 to Bretteville (16), Optional Assault. 6 + (6) = 12 vs. 5 + (5) = 10, two CPs. 21 Pz/Pak to D1 and retreat to Caen (10).

June 9: Neutral Commentary Impulse 1

The Germans can rarely afford to combine artillery into single bombardments. I believe the rule holds true here. In essence, Germans have

spent more supply points to damage the British armor than it will take the British to refit it.

As for Andy's attack, let's assume he had taken the Advantage he passed up in Colombières last turn, and used it to declare a Double Impulse. That 10:5 on Bayeux with its 16% Overrun possibility could have become an 18:5 with a 90% chance of an Overrun netting a +2 Sunset DRM. Five of those units could have continued into Foret de Cerisy or Tilly with an 11:8 assault. The retreat into Caen violates retreat preference rules.

JUNE 9: GERMAN IMPULSE 2

As it's now the 2nd Impulse and things can start happening with the weather or day length, I'm getting anxious. Lehr/1 reinforces Bayeux, though I really hate to do this due to the uncommitted Americans on Omaha and in the landing box there.

Activate Balleroy (22): Lehr/1 to Bayeux (20), no assault.

JUNE 9: ALLIED IMPULSE 2

Not quite as nice as I'd hoped, but he can't reinforce the Area anymore, and I've delayed the arrival of the Flak units. Still, I'm not making a whole lot of progress. I'd like to take Bayeux, but I think it will take an extra impulse of preparatory bombardment. I can't afford it, but I can't not afford it. However, the overwhelming factor is that bombing Bayeux will concentrate all my efforts on one area of the board, so I'll shift to the other viable target, Carentan. He doesn't have a whole lot with which to reinforce that town, either, so I could get lucky.

Naval Bombardment: Carentan; Primary Target: 91/6FS. 8 + (7) = 15 vs. 2 + (10) = 12, three APs. 91/6FS to Spent; 243/921 to D1.

June 9: Neutral Commentary Impulse 2

Drew certainly subscribes to the fuhrer's school of fighting to the last man. I've never seen so much blood spilt over Bayeux.

As for Andy, he seems content to hammer on areas to the breaking point, and then shift to another target. Finish the job! Hammer Bayeux with XXX/XXX and then take another shot at that Advantage Drew keeps offering.

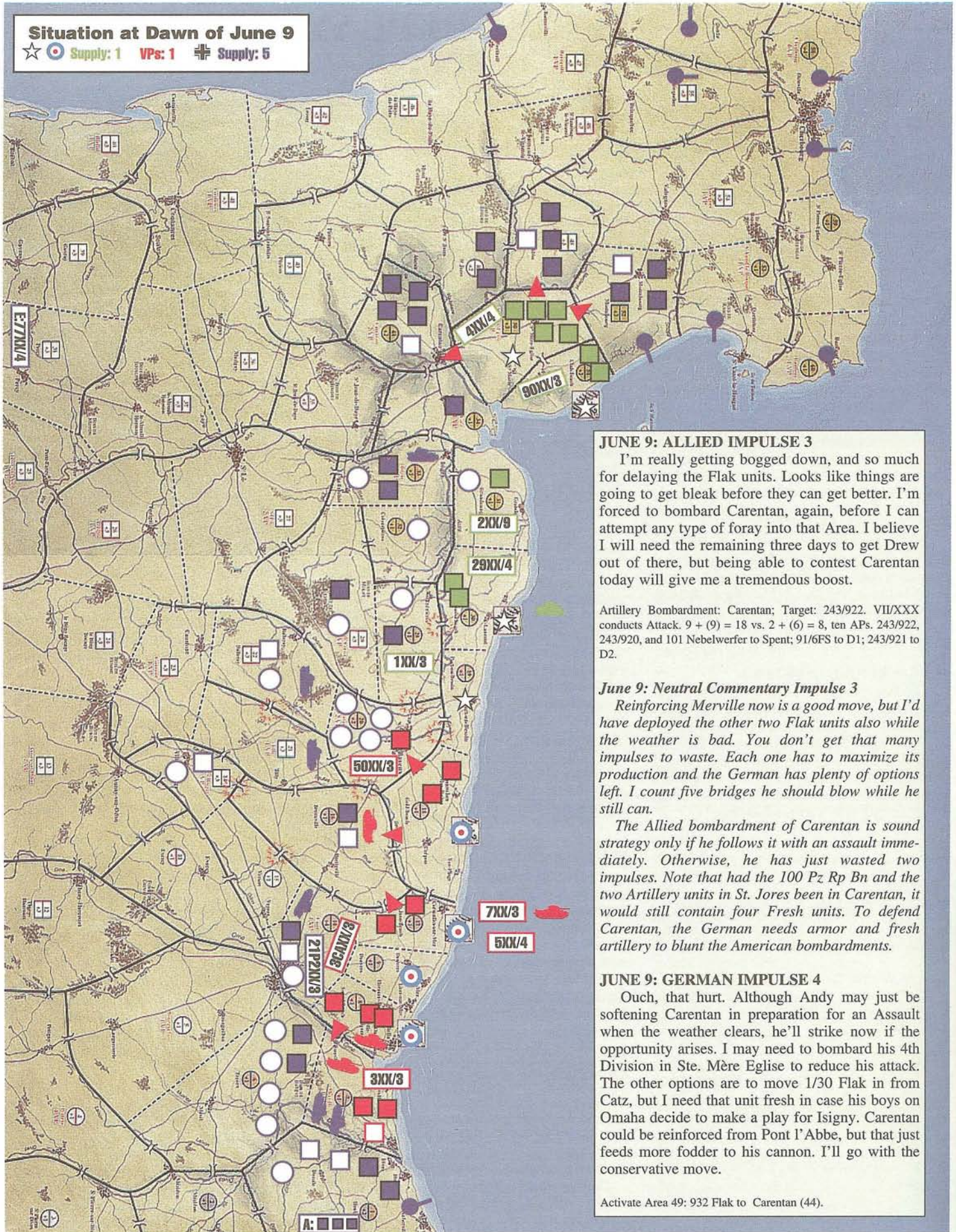
JUNE 9: GERMAN IMPULSE 3

Merville will receive one Flak unit as reinforcement. This should help secure the area, and maybe provoke a response by Andy on the British side, though I doubt it. I may need to pull out a Panzer unit from Caen to form a reserve for later.

Activate Zone A: 2 Flak to Merville (7).

Situation at Dawn of June 9

☆ Supply: 1 VPs: 1 ⚡ Supply: 5



JUNE 9: ALLIED IMPULSE 3

I'm really getting bogged down, and so much for delaying the Flak units. Looks like things are going to get bleak before they can get better. I'm forced to bombard Carentan, again, before I can attempt any type of foray into that Area. I believe I will need the remaining three days to get Drew out of there, but being able to contest Carentan today will give me a tremendous boost.

Artillery Bombardment: Carentan; Target: 243/922. VII/XXX conducts Attack. $9 + (9) = 18$ vs. $2 + (6) = 8$, ten APs. 243/922, 243/920, and 101 Nebelwerfer to Spent; 91/6FS to D1; 243/921 to D2.

June 9: Neutral Commentary Impulse 3

Reinforcing Merville now is a good move, but I'd have deployed the other two Flak units also while the weather is bad. You don't get that many impulses to waste. Each one has to maximize its production and the German has plenty of options left. I count five bridges he should blow while he still can.

The Allied bombardment of Carentan is sound strategy only if he follows it with an assault immediately. Otherwise, he has just wasted two impulses. Note that had the 100 Pz Rp Bn and the two Artillery units in St. Jores been in Carentan, it would still contain four Fresh units. To defend Carentan, the German needs armor and fresh artillery to blunt the American bombardments.

JUNE 9: GERMAN IMPULSE 4

Ouch, that hurt. Although Andy may just be softening Carentan in preparation for an Assault when the weather clears, he'll strike now if the opportunity arises. I may need to bombard his 4th Division in Ste. Mère Eglise to reduce his attack. The other options are to move 1/30 Flak in from Catz, but I need that unit fresh in case his boys on Omaha decide to make a play for Isigny. Carentan could be reinforced from Pont l'Abbe, but that just feeds more fodder to his cannon. I'll go with the conservative move.

Activate Area 49: 932 Flak to Carentan (44).

JUNE 9: ALLIED IMPULSE 4

I recognize that I'm probably going to get hammered by his artillery once I move into Carentan. I'm going to commit the 90th division. Yes, I've conveniently arranged for their passage through Ste Mere Eglise. Granted it's the weaker of the two divisions, but that leaves the 4th as a presence which Drew cannot forget.

Activate Utah (51): 90/357, 90/358 and 90/359 to Carentan (44), Mandatory Assault with 90/XX support. 8 + (7) = 15 vs. 6 + (6) = 12, three CPs. 932 Flak to D2; 243/921 retreats to Catz (34).

June 9: Neutral Commentary Impulse 4

Withholding his Artillery fire was the right move. It had no chance to stop the impending assault since Andy was planning to leapfrog the 90th Division into Carentan anyway. The artillery can be more effective firing on the spent infantry in Carentan after the assault. Although if you like long shots there was a 10% chance of causing enough APs to disrupt VII XXX. The reinforcement of Carentan should have come from Montebourg. After the assault, the German will no longer have that option.

I'd like to commend the assault, but I can't. The 8:6 attack had a 24% chance of being defeated. If the day were to end without contesting Carentan, it would be an enormous defeat. If Andy wanted to play the leapfrog game with the 90th, he should have regrouped two regiments of the 4th back to Utah to head the assault. That would have improved the assault to 14:6 with a 97% chance of success. The German retreat to Catz again illegally ignores retreat priorities away from Allied Controlled Areas.

JUNE 9: GERMAN IMPULSE 5

I don't have much of a choice other than to reinforce Carentan. As long as I'm going in, I might as well Assault.

Activate Area 49: 91/1057 to Carentan (44), Optional Assault with 91/XX support. 5 + (7) = 12 vs. 4 + (6) = 10, two CPs. 90/357 retreats to Ste Mère Eglise (50); 90/358 retreats to Utah (51).

JUNE 9: ALLIED IMPULSE 5

At least I'm still in the big town. And Drew leaves Pont L'Abbe in a precarious position, with only two units defending the Area. Tempting, but the odds are definitely not in my favor. However, I may be able to turn it into a target of opportunity, so I'll try and get him to flinch by bombarding Pont L'Abbe. This is dicey, because this is a distraction, and if I fail, he's free to hammer Ste. Mère Eglise. If I get lucky, he almost has to commit something else into defending that Area. In either case, he won't be adding to the defense of Carentan.

Artillery Bombardment: Pont L'Abbe; Target 91/1058. 4/XX conducts attack. 5 + (4) = 9 vs. 3 + (11) = 14, no effect.

June 9: Neutral Commentary Impulse 5

The German move is fine. It had only a 3% chance of ejecting the Americans from Carentan, but it caused an American reaction which was almost as good.

Note how Andy takes his casualties in retreats rather than disruption. Normally, that is prudent, but in this case the Americans could learn from the German style. By retreating two units, the American presence in Carentan is reduced

to a single unit. If evicted by a subsequent desperate assault, all the day's fighting will have been for naught. If he reinforces Pont L'Abbe from Montebourg, the 1058th could make the attack. Disrupting and retreating one unit would have been more prudent unless he planned an immediate second assault.

The American 5th impulse is far worse, however. He has allowed the German assault to distract him and waste an impulse. Even had the barrage worked, the German could easily reinforce Pont L'Abbe from Montebourg. The Americans simply do not have the supply to afford such side ventures unless they can seize control of an area in a single impulse.

The American folly has been justly rewarded with the game's first short day. Sixty supply points will greatly ease the German attrition. The game has taken a decided German swing. This day belongs decisively to Drew. Dawn of the fifth day will break on just one Allied VP.

JUNE 9: GERMAN REFIT PHASE

The short day probably helps me more than Andy, because I think he could have taken at least one VP Area. Most if not all of his forces will be Fresh on the 10th, and he'll be able to buy some extra impulses as well, so I imagine that I'll really get hammered.

One Depot 10 in St Jores (45): 709/739, 91/XX, 91/1057, and 101 Nebelwerfer to Fresh; 91/6FS to Spent.
One Depot 10 in Catz (34): 243/920, 243/922, and 77 Pak to Fresh; 2/30 Flak to D1. Save one Supply Point.
One Depot 10 in Balleroy (22): 77/1049, 77/1050, 77/XX, and 752 to Fresh; 1 Flak to D1.
One Depot 10 in Tilly (21): Lehr/902, Lehr/1, and 352/915 to Fresh; Lehr/901 and Flak to Spent.
One Depot 10 in Bourguébus (5): 21/125 and 12SS/XX to Fresh; 21 Pak and ISS Pz/XXX Artillery to Spent.
One Depot 10 in Houlgate (1): 2 Flak, 346/857, 346/858, and 346/XX to Fresh. Save five Supply Points.
German Supply Reserve: six plus five existing = 11. Buy one Impulse. June 10 starts on Impulse I.
German Supply Reserve one.

JUNE 9: ALLIED REFIT PHASE

Although I've inflicted tremendous damage on the German army, the Overcast weather lets them bounce back a tad. Luckily, he didn't buy more Impulses. Actually, I didn't think Drew could afford to buy any at all. I've got a slight edge for tomorrow, but I'm really curious to see how he is going to regroup. Just a few comments: Ste. Mère Eglise is the obvious choice for air supply, putting it to its maximum potential use. I won't refit any paratrooper units, because they don't provide me with any local advantage, and the supply savings are more valuable.

Air Supply: Ste. Mère Eglise (50); 4/XX, 90/XX, VII/XXX, 90/357; dr's = 2, 2, 5, 6; 90/357 to Fresh.
Depot in St Mère Eglise (50): 4/XX, 90/XX, VII/XXX, and 90/359 to Fresh; Lose one to CA interdiction. Save four Supply Points.
Depot in Grandcamp (31): 2/9, 2/23, 2/38, 2/XX Artillery to Fresh; Attempt to Construct Omaha (30) bridge, drn (+7), remove Destroyed Bridge marker. Save one Supply Point.
Depot in Trévières (29): 1/16, 1/18, 1/26 to Fresh. Save four Supply Points.
Depot in Gold (18): 4 Armor, 51/152, 51/153, 51/154, and 7/22 to Fresh.
Juno Depot: Save ten Supply Points.
Depot in Sword (8): 27 Armor to Fresh. Save eight Supply Points.
Allied Supply Reserve: 27 + one existing = 28. Buy two Impulses. June 10 starts on Impulse A.
Allied Supply Reserve: eight.

June 9: Neutral Commentary Refit Phase

An overcast day sure does wonders for the color scheme. All of a sudden the board is sporting blue again. And the German buys his second impulse of the game.

I disagree with Andy's low view of the paratroops. I agree that it rarely pays to refit one that is disrupted, but one supply point to refit a spent unit is almost always a good buy. Buying impulses is necessary though, and that's why I'd have saved two more supply points to buy a third impulse this turn. Leaving a regiment of the 1st Division spent would have been enough.

JUNE 9: GERMAN REGROUP PHASE

St. Jores (45): 91/XX to Pont L'Abbe (49).
Tilly (21): Lehr Flak to Villars-Bocage (14).
Villars-Bocage (14): Lehr/902 to Tilly (21).
Zone A: 3 Flak and 4 Flak to Houlgate (1).
Houlgate (1): 12SS Flak to Troam (6).
Caen (10): 716/736 to Verson (15).

JUNE 9: ALLIED REGROUP PHASE

I find Drew's regroup to be interesting. I thought he might pull a few units out of Foret de Cerisy, for use as a reactionary force to counter my moves in the middle. The only unit he's got to realistically react with is Lehr/902, and I'd expect him to hold on to that one. Why chance losing more than just Bayeux? Anyway, I'm lining up for some heavy bombardments, and I hope to take back the Advantage. I'm willing to sacrifice the one unit in Carentan, but only if Drew bites early.

Omaha (30): 1/XX, 29/XX, and V/XXX to Grandcamp (31).
Omaha Approach: 2/CCA to Omaha (30).
Bretteville (16): 7/22 to Gold (18).
Gold Approach: 51/XX, 7/XX, and 7/131 to Gold (18).
Juno (17): 1/XXX and 3CA/XX to Douvres (9).

June 9: Neutral Commentary Regroup Phase

Five units in Montebourg is far too much. The Spent 709th XX should have been regrouped towards a possible refit long ago. Sending the 91st XX to Pont L'Abbe is a mistake. It's needed at Carentan. Any American venture into Pont L'Abbe would be doing the German a favor. I would have withdrawn forces from Isigny, Foret de Cerisy, and Bayeux as well, but Drew no doubt intends to continue contesting every foot of ground. Lastly, I'd have dropped the 21st PAK back to Evercy for a cheaper refit and improved depth to the flanks of Caen.


As for the Allies, I don't see what Andy hoped to accomplish with the 1st Division in Foret de Cerisy. If his object was to pin German troops, he could do that with one regiment as well as three. As it is, he is "tying down" nine German Attack Factors with 18 of his own. The move of I XXX toward Merville is overdue.

JUNE 10: GERMAN DAWN PHASE

7 Nebelwerfer in Zone B

NOTE: The map showing the situation at Dawn of June 10 is on page 49.

JUNE 10: ALLIED DAWN PHASE

 I need to seriously evaluate my position. I have a total of two VPs (counting the one for contesting seven VPs). If I don't make significant progress today, I'm

going to have to hang it up. I'd like to blame my progress, actually, the lack of it on the June 8th turn, but I know Don won't let me. I've made sufficient other blunders to this point which have impeded my progress.

I figure that I can take Bayeux and Isigny today. If I assault Bayeux properly, I'll win back the Advantage. I really want to put the hurt on Carentan before Drew moves in like the horde. As if this isn't enough to ask for, St. Lô is asking to be taken. As far as reaching ten VPs, I'd like to think that all my original goals are still achievable. But, I'll take this one Impulse at a time.

JUNE 10: GERMAN IMPULSE A

I'm not looking forward to this day at all. Virtually all of Andy's units are Fresh, the weather is clear, and the Allies have an extra Impulse with which to work. Bayeux and Isigny will most likely fall this turn, and with them will probably go the Advantage. The 77th Artillery probably should have regrouped to St. Lô so that I could have used it to bombard Isigny, and I probably should have pulled a Panzer unit and 21 Pz Artillery out of Caen. The British stack in Bayeux is a little more threatening than the American force at Isigny (or the American force on Omaha), so I'll reinforce it first.

Activate Tilly (21): Lehr/902 to Bayeux (20), no assault.

JUNE 10: ALLIED IMPULSE A

Drew plays his trump card real early, which relieves me of the first action that I was going to attempt, an air bombardment against Lehr to pin it in place. Actually, this gives me an excellent chance of taking Tilly in a following move. Since, he has helped me, there is no need to focus on Bayeux. It's time to take Carentan.

Artillery Bombardment: Carentan; Target: 91/1057. VII/XXX conducts attack. $9 + (7) = 16$ vs. $2 + (7) = 9$, seven APs. 91/1057, 243/920, and 101 Nebelwerfer to Spent; 91/6FS to D1.

June 10: Neutral Commentary Impulse A

The reinforcement of Bayeux was premature. It just adds more targets to the likely British bombardment. Drew must be a great admirer of French architecture. He's certainly allowing more bridges to stand than I would.

JUNE 10: GERMAN IMPULSE 0

His artillery is killing me. 3FS Division will arrive on board now, and, with a little luck, I can get a unit into Catz to free up the 1/30 Flak to reinforce Carentan or Isigny.

Activate Zone E: 2 FS to Gavray (39), to Coutances (41) [interdiction dr = 1]; D1 in Gavray (39).

3FS/5FS to Percy (38), to le-Mesnil-Herman (37) [interdiction dr = 6], to St. Lô (27) [interdiction dr = 3].

3FS/9FS to Percy (38), to le-Mesnil-Herman (37) [interdiction dr = 6], to St. Lô (27) [interdiction dr = 2]; Spent in le-Mesnil-Herman (37).

3FS/8FS to Percy (38), to le-Mesnil-Herman (37) [interdiction dr = 3], to St. Lô (27) [interdiction dr = 1]; D1 in le-Mesnil-Herman.

IIFS/XXX Artillery to Percy (38), to le-Mesnil-Herman (37) [interdiction dr = 3], to St. Lô (27) [interdiction dr = 2]; Spent in le-Mesnil-Herman (37).

3FS Flak to Percy (38), to le-Mesnil-Herman (37) [interdiction dr = 4], to Marigny (36) [interdiction dr = 5], to St. Jean-de-Daye (35) [interdiction dr = 6], to Catz (34) [interdiction dr = 6].

12 Flak to Percy (38), to Tessy-sur-Vire (25) [interdiction dr = 4], to Torigni (26) [interdiction dr = 6], to Caumont (23) [inter-

diction dr = 3], to Balleroy (22) [interdiction dr = 1], D1 in Caumont (23).

3FS/XX to Percy (38), to Tessy-sur-Vire (25) [interdiction dr = 3], to Torigni (26) [interdiction dr = 4] to St. Lô [interdiction dr = 6].

JUNE 10: ALLIED IMPULSE 0

Drew knows that St. Lô could be in real big trouble, so I can't blame him for committing his reinforcements, but it opens my options considerably. I think it's worth the impulses to whittle down Bayeux, based on the potential gains. I think that the Naval Bombardment is best, as it leaves my artillery to support future attacks.

Naval Bombardment: Bayeux (20). Primary Target: Lehr/1.8 + (2) = 10 vs. 2 + (4) = 6, four APs. Lehr/1 to Spent, Lehr/902 to D1.

June 10: Neutral Commentary Impulse 0

Bringing on reinforcements under air attack is never pretty, but it is necessary if the line is to hold. My only complaint is that some of that strong infantry should have made for Carentan. The game will be decided there, and 6-factor regiments under cloudy skies can counterattack very effectively.

JUNE 10: GERMAN IMPULSE 1

It looks as if Andy's going to blow me right out of Bayeux. I can accept the loss of the VPs, but I don't want to give up the Advantage due to losing three units. I'll try to pin his units in Merville so that I can free up 12SS/26 for movement elsewhere.

Artillery Bombardment: Merville (7); Target: 27 Armor. 12SS/XX conducts attack. $6 + (6) = 12$ vs. $1 + (6) = 7$, five APs. 27 Armor and 6/6 to Spent.

JUNE 10: ALLIED IMPULSE 1

I'm going to take the risk of a mistaken attack and use an Aerial Bombardment versus Bayeux. This should spend his last Fresh unit.

British Aerial Bombardment: Bayeux (20); Target: 352/915. $5 + (8) = 13$ vs. $2 + (12) = 14$, no effect.

June 10: Neutral Commentary Impulse 1

The German bombardment is a good move. It probably should have been his first impulse of the day. The result should protect Merville for another day.

The Allies should have bombarded Troarn earlier to prevent it. Even now, I consider Troarn a better aerial target than Bayeux. One of these days Andy is going to shoot himself in the foot with a mistaken attack.

JUNE 10: GERMAN IMPULSE 1A

After inflicting some APs on the British units in Merville, the possibility of Andy taking Merville and then following it up with a move into Troarn is lessened. 12SS/26 can now try to move into Caen, freeing units for deployment elsewhere. I can then move a Fresh Flak unit directly from Houlgate into Troarn during the Regroup Phase for a little defensive boost. If I can successfully move 12SS/26 into Caen, Andy's only means of preventing my armor from moving out is to move an armored unit into Caen, thus wasting an impulse.

Activate Troarn (6): 12SS/26 to Bourguébus (5), to Caen (10) [interdiction dr = 4].

JUNE 10: ALLIED IMPULSE 1A

I guess the fly boys are too busy picking up the moving targets. Actually, I could have hurt myself more than I did Drew, but I got lucky. Still, I view the defense level of Bayeux to be unacceptable for trying to achieve the desired Overrun, so I'll bombard again.

Artillery Bombardment: Bayeux (20); Target 352/915. XXX/XXX conducts attack. $7 + (3) = 10$ vs. $2 + (2) = 4$, six APs. 352/915 to Spent; Lehr/1 to D1; Lehr/2 to D2.

June 10: Neutral Commentary Impulse 1A

The German move into Caen is totally unnecessary. He could withdraw his armor anyway with very little risk. The 1SS grenadiers are some of the best attack units in the game. Tying them down to garrison duty in Caen is a waste.

Preparing Bayeux for the big assault is fine, but he should use the American airpower first.

JUNE 10: GERMAN IMPULSE 2

Well, at least I can cash in the Advantage to re-roll the upcoming slaughter at Bayeux. I will, of course, use it since I will lose it when he kills off all four of my units there. In the meantime I'll try to move one of my panzer units out of Caen to prevent a possible British breakthrough into Tilly and beyond.

Activate Caen (10): 21/22 to Verson (15), to Villars-Bocage (14) [interdiction dr = 5], to Tilly (21) [interdiction dr = 3].

JUNE 10: ALLIED IMPULSE 2

I've got an excellent chance to Overrun Bayeux. I'm going to exploit both paths, that is Tilly and Balleroy, as I don't think I'll get that lucky going into Tilly, but I could wipe out Balleroy rather easily. If I can pin Tilly, I'll plan on surrounding it via Caumont and Villars-Bocage. But I need to get the elusive Overrun first.

Activate Bayeux (20): 4 Armor, 50/69, 50/151, 50/231, 51/152, 51/153, 51/154, and 56, Optional Assault with 50/XX and 51/XX Support. $18 + (6) = 24$ vs. $5 + (7) = 12$, 12 CPs. Germans request reroll.

Reroll: $18 + (5) = 23$ vs. $5 + (8) = 13$, ten CPs. Lehr/1, Lehr/2, Lehr/902, and 352/915 eliminated, Overrun. Place British Control Marker.

4 Armor attempts Tilly bridge possession, dr (+3) dr = 1, fails. 4 Armor, 50/69, 50/151, and 50/231 to Tilly (21), Mandatory Assault. $11 + (10) = 21$ vs. $9 + (5) = 14$, seven - Bocage = six CPs. 21/22 to D2 and retreat to Villars-Bocage (14); Lehr/901 to D2 and retreat to Caumont (23). Place British Control marker.

56, 51/152, 51/153, and 51/154 to Balleroy (22), Mandatory Assault. $9 + (8) = 17$ vs. $5 + (6) = 11$, six - Bocage = five CPs. 30, 1 Flak, and LXXXIV/XXX eliminated. Place British Control marker.

Sunset DRM to +3. Advantage to Allied Player.

June 10: Neutral Commentary Impulse 2

The dike finally burst. Had Drew recognized the inevitable and pulled out of Bayeux in his Regroup Phase, he'd still hold Balleroy, Tilly and the Advantage. He'd also be facing a much shorter day. It took a while but he has finally paid the price for his refusal to give ground.

The assault had a 90% likelihood of an Overrun. Normally, I would say that using a reroll in that situation is just sending good money after bad by increasing the Sunset dr, but Drew really had little to lose since Andy could easily gain the remaining kills in Balleroy for the maximum Sunset dr. His reroll came within one of preventing the Overrun.



JUNE 10: GERMAN IMPULSE 3

Ouch, it's getting ugly. That was all preventable, and the powers that be back in Berlin (or Baltimore) would have had me sacked for my poor play at Bayeux. First, fully realizing the powerful forces arrayed against me, I should have pulled all but one unit back into Tilly, and possibly Balleroy, during the last Night Regroup Phase. Second, I should have blown the Bayeux/Tilly bridge. Third, my last move from Caen into Tilly should have been accompanied by the panzers of 12SS. Even though they probably wouldn't have made it there, I could have at least tried. Oh well, I'm not immune to an attack of the stupids once in a while. Now, I have a breach in my defenses and nothing of substance with which to plug it until 17SS arrives tomorrow. Worst of all, I lost some very powerful defensive units which I will sorely miss.

But enough lamenting, it's time to move on. Caumont and Villars-Bocage are open to attacks by 7th Armored, and the Americans have yet to awaken this turn. My best bet now is to divert Andy's attention from Caumont/Villars-Bocage or Isigny/Carentan, but I doubt that I can make enough noise to seriously distract him. I will instead attempt a very risky march of 12SS to Tilly, and a very risky attack, with the objective being the contention of Tilly to increase the supply points necessary to refit his units.

Activate Caen (10): 12SS/12 to Verson (15), to Villars-Bocage (14) [interdiction dr = 3], to Tilly (21) [interdiction dr = 6]. Mandatory Assault. 6 + (12) = 18 vs. 9 + (5) = 14, four - bocage = three CPs. 4 Armor retreats to Bayeux (20); 50/231 to D1 and retreat to Bayeux (20).

JUNE 10: ALLIED IMPULSE 3

I can't blame Drew for the reroll. Even though the odds of me not getting an overrun were really poor, he recognized that I'd probably wind up with a +3 sunset DRM anyway.

Conversely, my theory on why an Allied armor unit should be stationed in Caen holds true. Another damned if I do, damned if I don't situation in spending the impulse to stop that move. However, Caumont is calling, and that window of opportunity is closing.

Activate Gold (18): 7/XX to Balleroy (22); 7/22, 7/131 to Caumont (23), Mandatory Attack. 8 + (9) = 17 vs. 5 + (7) = 12, five - Bocage = four CPs. Lehr/901 and 12 Flak eliminated. Place British Control marker.

June 10: Neutral Commentary Impulse 3

Give Drew credit for being aggressive, but his unlikely success really achieved very little. A better move would have been to reinforce Caumont. The damage had already been done in Tilly. Andy will be quite content to allow the Germans to contest Tilly. He has his route to victory through Balleroy. After four days with only one VP, Andy has now gained five in just two impulses. Those dominoes just keep falling.

JUNE 10: GERMAN IMPULSE 4

Boy, have I got my work cut out for me. The conservative approach should have been taken last impulse by moving 12SS/12 to Caumont. The reader should keep in mind that my play for June 10 is a good example of what NOT to do.

At least Andy is stretched out all over the place, and that much more difficult to supply. Had I not forgotten to mark my Lehr/901 unit in 23 as D2, I probably wouldn't have made the attack into Tilly. Such is the fate of the absent-minded in PBEM/PBM.

I'll try to plug the hole in my lines with Flak units from Houlgate. How about a weather change or an early end to this day? I hope Andy doesn't decide to pull his Armor from Area 16 and shuffle them down to le-Beny-Bocage or Torigni. With five VPs and the Advantage to his credit, Andy needs only three more VPs, assuming he gets the extra VP for contesting at least seven VPs. Now it is a matter of stopping any breakthrough attempt, and holding on to those last three VPs.

Activate Houlgate (1): Flak 3 to Troarn (6), to Bourguébus (5) [interdiction dr = 5], to Thury-Harcourt (12) [interdiction dr = 2], Spent in Bourguébus (5). Flak 4 to Troarn (6), to Bourguébus (5) [interdiction dr = 4], to Thury-Harcourt (12) [interdiction dr = 5], to Aunay sur Odon (13) [interdiction dr = 3].

JUNE 10: ALLIED IMPULSE 4

Since I control Tilly, there is no need to push into VillarsBocage to surround the area, and Villars-Bocage appears to be an objective I cannot take. With the destroyed bridges, it's an iffy proposition at best, so I'm focusing my efforts elsewhere. Merville looks like a losing proposition, at least temporarily, so I'm looking to the west. While I'm in position to assault Carentan from the north, I cannot do so from the east. Thus, I think that working on the eastern approach is more important than further forays into Carentan. The current problem with Isigny, obviously, is the defense, so I'll bombard.

Artillery Bombardment: Isigny; 77 Pak. V/XXX attacks. 9 + (10) = 19 vs. 1 + (9) = 10, nine APs. 77 Pak, 91 Pak, and 100 Pz Rp to Spent; 2/30 to D2.

June 10: Neutral Commentary Impulse 4

Drew did all he could, which wasn't much. For his part, Andy is like the kid in a candy store. He doesn't know what to take next. Suddenly, everything is so tempting. He has probably passed the point in the day where using the American air bombardment is worth the risk of a Weather Change. That represents a lost resource, but Andy is drunk right now with a wealth of opportunities. I'd rate another bombardment of Carentan to disrupt the Spent Germans there as more important than Isigny, but he should have time for both thanks to the +3 Sunset DRM.

However, he can be even more aggressive while the German is reeling. Break the cobwebs off the Canadian Armor and Commando units on Sword and assault Bretteville at 9:3. That strengthens the brittle defense of the British beaches, threatens Villars-Bocage and the left flank of Caen, and frees the 8 Armor brigade to roll into Torigni unopposed with a Double Impulse for another VP. There should be plenty of time left to reduce Isigny and regain the Advantage.

JUNE 10: GERMAN IMPULSE 5

I really hate to send 1/30 Flak, my only available reserve, into Isigny, but I don't have a

choice. Letting Isigny fall opens up the option of a direct assault on St. Lô, or more pressure on Carentan. If Isigny falls in combination with St. Lô or Carentan, I can kiss this game goodbye. So off we go to Isigny, and I hope that Andy's armor in Bretteville stays put for now.

Activate Catz (34): 1/30 Flak to Isigny (33).

JUNE 10: ALLIED IMPULSE 5

I'm going into Isigny now. This attack is why I did not move the 29th out of Omaha last turn, I'd rather combine it with the power of my one American Armor unit. One critical point, however, is to clear out Colombières. Right now it could be a sneaky back door for Drew, especially during the upcoming Night Regroup Phase. It's better to take that possibility away from him, even if he doesn't see it. I can perform this side show while still maintaining Divisional Integrity for the main act.

Activate Omaha (30): 29/175 from Omaha (30) to Colombières (32), Mandatory Assault. 6 + (7) = 13 vs. 3 + (8) = 11, two CPs. 716/726 eliminated. Place American Control marker. 2/CCA, 29/115, 29/116 from Omaha (30) to Grandcamp (31) to Isigny (33). Optional Assault with 29/XX support. 12 + (6) = 18 vs. 3 + (4) = 7, 11 CPs. 91 Pak, 100 Pz Rp, and 1/30 Flak to D2 and retreat to St Jean de Daye (35); 2/30 Flak retreat to Catz (34), 77 Pak to D1.

June 10: Neutral Commentary Impulse 5

As the reader can well appreciate by now, I intensely dislike Drew's strategy of reinforcing lost causes in +1 TEM areas. However, once you've thrown four units into the frying pan, what's a fifth?

Andy's move is well executed, but not particularly imaginative. I'd still spend the Advantage for a Double Impulse and bombard Isigny again to set it up for an Overrun which would set the Sunset DRM to +6. Andy's kicking butt, but he is not maximizing his opportunities.

JUNE 10: GERMAN IMPULSE 6

Should I concede now? What I need to do is to try to pummel his British forces in Merville and Caen, tie down his armored brigades so that they don't move into Tilly, then send 17SS into Tilly for a long-shot attack. Once again I've managed to snatch defeat from the jaws of victory.

Activate Isigny (33): Attempt bridge demolition. St. Lô (27) bridge, drm (+5), dr = 1, fails. St. Jean-de-Daye (35) bridge, drm (+5), dr = 3, place Destroyed Bridge marker. Catz (34) bridge, drm (+5), dr = 2, place Destroyed Bridge marker.

JUNE 10: ALLIED IMPULSE 6

I'm looking forward to exploiting out of Isigny into St. Lô. Consider for a second if the Catz bridge is intact. Which way to go? Both will probably put me into a quagmire, but Catz has the advantage that it will be easier to assault. However, putting my men into St. Lô will cut off Foret de Cerisy, making that a feasible objective. It's a tough choice, but I think that since the opportunity for St. Lô exists now, I'd take it over Catz.

Activate Isigny (33): 2/38, 2/9, 2/23, Optional Assault with 2/XX Support. 10 + (3) = 13 vs. 2 + (9) = 11, two CPs. 77 Pak to D2 and retreat to St. Lô (27). Place American Control marker.

Talk about counting your chickens before they've hatched! O.K., I've worked real hard for the Advantage. I don't see Drew presenting me with any real possibilities to take it back if I give it up. I've got Isigny, so at least my supply situation isn't screwed up, and St. Lô is not critical to my success. Therefore, I'm holding onto the Advantage.

June 10: Neutral Commentary Impulse 6

The German finally blows his bridges on cue. Only the Sunset DRM prevents the end of the day. That was not a viable reroll. I'm surprised he even considered it. If Andy were to take Torigni, he wouldn't even need Carentan. He could gain his 10th VP just by taking Catz and holding onto what he currently has. Torigni remains undefended. All that is needed is for something to relieve the 8th Armor Brigade from its place in the line at Bretteville.

JUNE 10: GERMAN IMPULSE 7

Isigny is safely in American hands. I was fortunate after failing the bridge blowing roll that the 2nd American Division didn't come across into St. Lô. Of course, it would have been nice if he had and failed the attack, sending him disrupted back to Isigny, but I can't take that chance. I need to bombard Ste. Mère Eglise, but I also need to get my infantry in Houlgate into Merville so I can relieve one or both of my panzers there.

I won't try to blow the St. Lô/Isigny bridge since Andy doesn't have a unit which can come across just now. I'll wait one more turn before bombarding Ste. Mère Eglise in the hope that Andy will use his artillery to bombard Carentan, thus reducing his Defense Value versus bombardment.

I will reinforce Merville so that I can withdraw my panzers during the Regroup Phase. Then, I will bring on 7 Nebelwerfer, after which I will bombard. If, and this is a big if, Andy doesn't pull his armor from Bretteville and Sword towards the Bayeux breach, and if he doesn't disrupt my SS infantry regiments in Caen, I have hope for June 11th. Namely, I envision screening Aunay sur Odon — le Beny Bocage — Torigni, and pulling my SS units out of Caen and into Verson during the Regroup Phase. Then I can assault Tilly with 17SS, and, assuming I don't fail miserably, I can follow it up with assaults from my SS in Verson, then from Tilly. If I can't take Tilly back, I should at least be able to divert Andy's attention there long enough to bring on the rest of my reinforcements and otherwise try to make some order out of this chaos.

Activate Houlgate (1): 346/762, 346/858, and 346/857 to Merville (7), no assault.

JUNE 10: ALLIED IMPULSE 7

I'm reduced to limited options, and Carentan seems like the better of the two. The obvious move given that choice is a bombardment.

Naval Bombardment: Carentan; Target 243/922. 8 + (7) = 15 vs. 2 + (7) = 9, six APs. 243/922 to Spent; 101 Nebelwerfer, 243/920, and 91/1057 to D1; 91/6FS to D2. Weather Change to Overcast on Impulse 8.

Ugh! Let's explore the possibilities of this result. I've definitely put the hurt on Drew's forces, which I can't guarantee with a reroll. I can't see the day lasting much longer, even with the +3 sunset DRM, and I can't see many options that Drew can take where he can really hurt me. Again, I'm holding onto the Advantage.

June 10: Neutral Commentary Impulse 7

I don't think reinforcing Merville was necessary. It is the least of the German problems now. Any Allied impulses spent there are to be encouraged. Rather, I'd have taken a 3:1 bombardment against the Spent 27th Armor brigade which should accomplish the same thing at a lot less supply cost.

Torigni remains a soon-to-be lost opportunity for the British. The Weather Change, while always significant, should be less damaging than one earlier in the day. The reroll is probably not warranted.



JUNE 10: GERMAN IMPULSE 8

Overcast weather at last? Too bad I don't have any units left to move, well, almost any, but the extra supply will come in handy. The meat-grinder at Carentan has started. Facing a potential 13:4 attack with only 11 steps in Carentan, I'll need to send in the artillery from St. Jores. I have very little with which to reinforce Carentan tomorrow, and will probably lose it and the game.

Activate St. Jores (45): 243/XX to Carentan (44).

JUNE 10: ALLIED IMPULSE 8

Since he reinforced Carentan, and I no longer like my odds of going in, I'm shifting over to Merville. Actually, I'm going to try and get rid of those pesky artillery units in Troarn. Yes, there are better options for this impulse, but if Drew can refit his artillery, they'll continue to be a thorn in my side.

Artillery Bombardment: Troarn; Target 12SS/XX. 3/XX conducts attack. 6 + (5) = 11 vs. 1 + (3) = 4, seven APs. 12SS/XX and 1SS Pz/XXX to D1.

June 10: Neutral Commentary Impulse 8

Yes, reinforce Carentan, but not with the Artillery! Use the weather to attack with the 1058 from Pont L'Abbe. It has a 24% chance of kicking the 359th out of Carentan and regaining a +2 Defense modifier for the flooded bridge. It also has a 16% chance of an Overrun to reclaim the Advantage. Lost opportunity!

But it still exists, and Andy would be better advised to put another assault into Carentan before Drew wises up and kicks him out. Forget Merville. All the British need do is play defense.

JUNE 10: GERMAN IMPULSE 9

On second thought, maybe the 17SS counter-attack I had envisioned is not a good idea. If it fails I'm really up a creek. If I attack and succeed, it has to be big enough to force Andy to spend the Advantage, which means I'll need to re-roll and win big again - fat chance. No, I think I may have a shot at plugging up the most dangerous holes in my lines. With fingers crossed, I'll play a passive game and at least try to make

my loss somewhat close. All of the bridges adjacent to Caumont need blowing, but blown bridges won't help me much if I have nothing behind them to defend the area, so 7 Nebelwerfer comes on board.

Activate Zone B: 7 Nebelwerfer to Aunay sur Odon (13).

JUNE 10: ALLIED IMPULSE 9

I could build bridges, but I think that wreaking havoc, and inflicting casualties is more important at this time. I could potentially clear Bretteville, so I can exploit more in the center, but I think that might tempt Drew to try something I don't see. Further, I don't want to stretch my supply situation too thin, lest I not be able to buy any impulses. Therefore, I view bombardment as my most cost effective option. Since Carentan is already hurt, in terms of supply costs, I'll hit Caen. Success here could cause cardiac arrest of his already stressed supply lines.

Artillery Bombardment: Caen; Target 12SS/26. 1/XXX and 3CA/XX conduct attack. 8 + (12) = 20 vs. 5 + (9) = 14, six APs. 21/125 and 21/XX to Spent; 12SS/26 and 21 Pak to D1.

June 10: Neutral Commentary Impulse 9

Why not move the Nebelwerfers to Merville? That would surely put a stop to British expansion there and might even influence a withdrawal. It could also have reached Torigni but I guess Drew figures the British aren't interested in a free VP. At this point, he's probably right.

The German Army is taking a terrible beating, but Carentan remains subject to counterattack. Andy should solve that problem before causing others.

JUNE 10: GERMAN IMPULSE 10

Caen is safe from attack for now, which is good because I can't do much about it. Caumont gets activated for bridge demolition. Maybe a blown bridge will give the Allies something constructive to do for a change, instead of pounding my troops.

Activate Caumont (23): Attempt bridge demolition. St Lô (27) bridge, drm (+3), dr = 3 fail. Torigni (26) bridge, drm (+3), dr = 4, final dr = 7, place Destroyed Bridge marker. Aunay sur Odon (13) bridge, drm (+3) dr = 6, place Destroyed Bridge marker. Villars-Bocage (14) bridge, drm (+3) dr = 1 fail.

JUNE 10: ALLIED IMPULSE 10

I don't think it's time to panic, but if the day goes on, Drew gets another point of supply. Actually, that should be the least of my concerns. I could have done this move last impulse, but it seemed like a less profitable move at the time. I'll hit his spent units in Carentan.

Artillery Bombardment: Carentan; Target: 243/922. 90/XX conducts attack. 5 + (11) = 16 vs. 2 + (5) = 7, nine APs. 243/922 and 243/XX to D1; 243/920, 91/1057, and 101 Nebelwerfer to D2.

June 10: Neutral Commentary Impulse 10

The demolitions finally take away the Torigni option.

The American bombardment, despite its success, should have been an assault. He is practically dictating the 1058th assault that could kick him out of Carentan.

JUNE 10: GERMAN IMPULSE 11

If I'm to have any shot at holding Carentan, I must reinforce it. In Pont l'Abbe, 91/1058 is available, but I hate to rob one area at the expense of another. Faced with a possible 12:3 attack at Carentan and with only nine steps available, what choice do I have?

I could risk attacking his Fresh unit in Carentan at 4:6. If I lose, I still have two additional steps in Carentan, but if I win, I may be able to buy more time. If I can manage to disrupt him in Carentan, he refits to spent, and then with the entry cost of the area reduced to three, I can get an FS unit there from St. Lô or le-Mesnil-Herman after regrouping. This will force Andy to put a Fresh unit in Carentan next impulse if he wants to prevent such a move.

If I can manage to retreat 90/359 from Carentan, even better, because my Defense Value goes up two if Andy attacks for a Mandatory Assault across a flooded bridge boundary.

If I can eliminate his unit, I get the Advantage, but will probably not be able to duplicate the result in the re-roll. So, 91/1058 goes to Carentan and assaults while I keep my fingers crossed at Pont l'Abbe.

Activate Pont l'Abbe (49): 91/1058 to Carentan (44), Optional Assault. 4 + (11) = 15 vs. 6 + (4) = 10, five CPs. 90/359 eliminated, Overrun. Advantage to German.



JUNE 10: ALLIED IMPULSE 11

I'm not going to justify, alibi, or provide excuses for what just happened. That was a MAJOR MISTAKE I just made. Drew was even kind enough to point out the error, but since I had submitted my next move, it stands.

There is absolutely no reason why I should not have taken the reroll. In case it isn't obvious, here's the thought process: Even if I don't reroll the dice, the German player gets the Advantage. The reroll should put the result in my favor, making the refit of any unit in Carentan very costly for the Germans. If I surrender the Advantage, and Drew still gets an overrun, the sunset DRM is only reduced to a +2. It is already Impulse 11, so the day is probably going to end anyway, and I've pretty much accomplished everything I can on this day. Besides, it gives Drew a tremendous advantage in Carentan, and may cost me the game. We'll let Don finish berating my play.

Given that major setback, it's now a Mandatory Assault into the area. The supply situation through Utah is already an ugly situation, so I'll bombard. I'm now in a much less desirable situation, although not terrible.

Artillery Bombardment: Carentan; Target 1058/91. 4/XX conducts attack. 5 + (7) = 12 vs. 2 + (7) = 9, three APs. 1058/91 to D1; 243/922 and 243/XX to D2. Day ends.

June 10: Neutral Commentary Impulse 11

Finally! No need to berate Andy's gaffe. I've been doing that for several impulses. But I think he compounded it by not assaulting the area immediately. The German supply situation is much worse than the Americans. Any presence in Carentan greatly increases the German refit costs and prevents the German reinforcements from regrouping into the area. A 9:7 assault by

two regiments of the 4th Division would cost only five supply to Refit. Another major blunder.

JUNE 10: GERMAN REFIT PHASE

Incredible success at Carentan. I was worried that maybe my luck was too good because Andy would certainly re-roll that assault, and I'd most likely still be faced with an American unit in Carentan. But Andy chose not to re-roll, so I have the option of putting my Zone E reinforcements in Carentan. The Overcast Weather produced some extra supply, but the long day gave Andy the chance to kill more German steps than I can refit with the 12 extra Supply Points. I still like Andy's chances. He has too many ways to hurt me, and I have too few effective units to stop him in every location that is threatened.

Two Depot 7 in Carentan (44): 3FS Flak to Fresh; 91/1058 to Spent; 91/6FS, 91/1057, 243/920, 243/922, 932 Flak to D1. One Depot 7 in le-Mesnil-Herman (37): 3FS/9FS, 3FS/5FS, and 3FS/XX to Fresh; 3FS/8FS to Spent.

One Depot 7 in St. Jean-de-Daye (35): 1/30 Flak, 91 Pak and, 243/921 to D1.

One Depot 7 in Aunay sur Odon (13): 7 Nebelwerfer, 4 Flak, Lehr Flak, and 12SS/12 to Fresh.

One Depot 7 in Bourguébus (5): 3 Flak and 21/125 to Fresh; 12SS/26 to Spent. Save one Supply Point.

German Supply Reserve: one + one existing = two.

JUNE 10: ALLIED REFIT PHASE

I should have Assaulted Carentan. I'm much too concerned with keeping my troops in a state of being fresh at the start of the day, rather than taking a risk and delivering the potential knock-out blow. I still think I'm in a decent position to win, but my errors keep accumulating. That is a frustrating realization, because I don't have a lot of time left, and quite a bit of work to do.

Air Supply: Balleroy (22); 56, 51/152, 51/153, 51/154; dr's = 1, 3, 6, 2; 51/153 to Fresh.

Ste. Mère Eglise (50): 4/XX, 90/XX, VII/XXX, and 90/358 to Fresh; one Supply Point to Coastal Interdiction. Save four Supply Points.

Isigny (33): 2/CCA, 2/9, 2/23, 2/38, 29/115, 29/116, and 29/175 to Fresh. Bridge repair: Catz (34) bridge, drm (+2), dr = 5, place Allied Bridge marker; St. Jean-de-Daye (35) bridge, drm (+2), dr = 4, place Allied +1 Construct marker.

Grandcamp (31): 2/XX, 1/XX, 29/XX, and V/XXX to Fresh. Save six Supply Points.

Sword (8): 3/XX, 3CA/XX, I/XXX, 27 Armor, and 6/6 to Fresh. Save one Supply Point.

Balleroy (22): 7/XX, 56, 51/152, 51/154, 7/131, 7/22 and 4 Armor to Fresh.

Gold (18): 50/XX, 51/XX, XXX/XXX, 50/151, and 50/69 to Fresh. Save one Supply Point.

Allied Supply Reserve: 12 plus eight existing = 20. Buy one Impulse, June 11 begins on impulse A.

Allied Supply Reserve: ten.

June 10: Neutral Commentary Refit Phase

The twelve extra supply points helped, but not enough to compensate for the damage inflicted by an 11-impulse day. This is the point in the game where you pay for earlier mistakes. The German desperately needs units in Carentan and the 709th sits spent in Montebourg for the third consecutive day for lack of shells.

JUNE 10: GERMAN REGROUP PHASE

No doubt about it, I'm going to lose. Andy has too many ways to beat me, and I have too few units to defend everything. Two VPs more, that's all Andy really needs since I can't count on holding onto the Advantage until game's end.

Carentan, Catz, Pont l'Abbe, St. Lô, Merville, Aunay-sur-Odon, Villars-Bocage, and Torigni are all threatened, and if I'm not careful, I may get split in two at le Beny Bocage.

Losing the Panzer Lehr Division and Caumont really hurt. I could have had four strong units defending Caumont right now, but instead I have to cover three areas (13, 24, and 26) without them. Well, let's see what I can do to stop the bleeding. AOK 7 and 709/919(-) will regroup to Valognes. There they can cover Montebourg or Pont l'Abbe, and AOK 7 has the option of reinforcing Carentan against spent American units, during overcast only.

I'll need to depend on my Zone E reinforcements to plug up the hole at le Beny Bocage and to reinforce Carentan and Catz. 12SS/12 stays in Tilly to restrict access to Villars-Bocage and Bretteville from the West.

Montebourg (52): AOK 7 and 709/919(-) to Valognes (54).

Catz (34): 2/30 Flak and 243/921 to St. Jean-de-Daye (35). Carentan (44): 91/1057 and 101 Nebelwerfer to Catz (34).

le-Mesnil-Herman (37): 3FS/9 to Torigni (26); IIFS/XXX and 3FS/8 to St. Lô (27).

Verson (15): 716/736 to Villars-Bocage (14).

Caen (10): 12SS/25 to Verson (15).

Merville (7): 101 to Troam (6).

JUNE 10: ALLIED REGROUP PHASE

I only bought one impulse, because I think I'm going to have to counter Drew's impulse buys tomorrow. I'll push up the British to force the center. I'm keeping the 2nd Division Artillery back in Grandcamp as I know I will commit the 2nd Division into Catz. This affords me the option of pushing forward the 1st Division Artillery, which would otherwise be pretty useless. The shuffle on Utah is for purposes of trying to get Division Integrity for the 90th for a possible attack. This is going to be tight.

Bayeux (20): 4 Armor and 50/231 to Balleroy (22).

Balleroy (22): 7/XX and 56 to Caumont (23).

Gold (18): 50/XX, 51/XX, and XXX/XXX to Bayeux (20).

Douvres (9): 3CA/XX and I/XXX to Sword (8).

Colombières (32): 29/175 to Isigny (33).

Grandcamp (31): V/XXX, 29/XX, and 1/XX to Isigny (33).

Ste. Mère Eglise (50): 82/325 to Utah (51).

Utah (51): 90/358 to Ste. Mère Eglise (50).

June 10: Neutral Commentary Regroup Phase

The workmanlike Regroup Phase is one of the most important parts of the game. It lays the foundation for the glory to be won in the more glamorous impulses to follow. Drew has repeatedly lessened his game options with poor choices during the Regroup Phase. This turn is no exception. Part of the 77th Division should have fallen back to St. Lô while it still can. This would free the 3FS, 8FS and 32 FLAK in St. Lô to cover Torigni. That, in turn, would allow the 9FS and 5FS to go to Marigny from where their six Attack Factors can provide counterattacks into Carentan under cloudy skies. The 243rd XX should have left Carentan. Disrupted as it is, it only takes up space needed by the reinforcements from Rennes. The 101 NW in Catz only serves to give the American another chance to seize the Advantage with another three-unit kill. And finally, the 709th XX remains useless in Montebourg for the fifth day in a row.

There is little to be said about the Allied deployment other than the continued waste of

the best American troops in Foret de Cerisy where the Big Red One babysits the German 77th Division. The Allied position looks very strong, but it has an Achilles Heel. Only one unit, the British 8th Armor Brigade, stands between the British beaches and Berlin. If the Germans can somehow put together a force to overrun it, the Allies could be sorely embarrassed.

JUNE 11: GERMAN REINFORCE PHASE

17SS Reinforcements in Zone D

XLVII/XXX and 657 Pak in Zone B

NOTE: The map showing the situation at Dawn of June 11 is on page 52.

JUNE 11: ALLIED REINFORCE PHASE

I've got a lot to do, but not a lot of time. I'm going to concentrate with the Americans, as they're in the best position to take ground. I've got to be careful not to overextend myself, as I know I'll need a lot of troops for the final push of the week. If I get bogged down in Contested Areas, that will really dilute my ability to Refit. If that's the case, regardless of the German situation, I won't be able to pull this one out. Therefore, for the most part, I'm probably going to make sure that an assault can succeed rather than risk too much. I think that this tactic will really stretch the German forces.

American Reinforcements to Omaha Approach.

JUNE 11: GERMAN IMPULSE A



Le Beny Bocage gets just one unit to make sure that Torigni doesn't get flanked. I don't need to worry about a Breakthrough, since the British can't achieve those conditions in time. The rest of my Zone E reinforcements will be split among Carentan, Catz, St. Jean-de-Daye and St. Lô. If I hadn't lost Caumont, I would have considered pulling out of Catz to shorten my lines, but I no longer have the luxury of conceding VP Areas. I doubt that I can hold St. Jean and Catz, but I must try because Carentan is doomed if I don't. One of the faults in trying to defend both areas with weak forces is the danger of losing the Advantage when Andy kills three or more units, but what choice do I have?

Activate Zone E:

265/894 to le Beny Bocage (24).
265/895 to Torigni (26). 265/896 to St. Lô (27). 275/983 and 275/984 to Carentan (44).
275/985 to St. Jean de Daye (35).
265/XX and 275/XX to Catz (34).

JUNE 11: ALLIED IMPULSE A

The error of my ways multiply. Drew couldn't have reinforced Carentan had I been in the Area, and I may have had a decent shot of taking it, but now it will take some work. I want to take Catz, but I need to isolate the Area to prevent Drew from throwing in a few more units. Actually, the only units he can use are in St. Lô, but they could also reinforce Foret de Cerisy.

I'm going to try and cut off Foret de Cerisy by contesting St. Lô. I don't think Drew sees that the British are going to slip in the back door to seal off the area. I see the British as bogged down in a quagmire against the bocage areas in

the east, so sending them in will release the Americans to go for the VPs. Obviously, my grandiose plan requires that I prep St. Lô.

Artillery Bombardment: St. Lô; Target: 3FS/5FS. V/XXX and 1/XX conduct attack. 10 + (8) = 18 vs. 4 + (6) = 10, eight APs. 3FS/5FS and 3FS/XX to Spent; 3FS/8FS, 265/896 and II FS/XXX to D1.

June 11: Neutral Commentary Impulse A

The arrival of the reinforcements from Rennes was a given, but more should have been sent to Carentan and none to Catz or St. Jean de Daye. The Germans can lose Catz—they will anyway—but if they lose Carentan they have no chance.

Andy shouldn't be wasting time in St. Lô. His planned attack from Balleroy can be easily stopped either by blowing the Caumont bridge or by a bad combat resolution. Either will cost him two impulses for no gain. If he takes Catz and Carentan, he has the game all but won. That barrage should have been on Catz.

JUNE 11: GERMAN IMPULSE 0

Stung again by Allied artillery. I'm going to let the bridge stand and risk the maximum 16:7 attack; with 14 CPs to absorb, plus the Advantage, I can risk it. To help ensure that I can hold it, one of my Zone B reinforcements will go to St. Lô, the other to Villars-Bocage.

Activate Zone B: XLVII Pz/XXX to Villars-Bocage (14).

657 Pak to St. Lô (27).

JUNE 11: ALLIED IMPULSE 0

Ah, he thinks I'm going to try and take St. Lô. I'm glad he didn't blow the bridges, so I can send in the British.

Activate Balleroy (22): 4 Armor, 51/152, 51/153, 51/154 to Caumont (23); attempt to possess St. Lô (27) bridge, drm (+3), dr = 6, place Allied Bridge marker; to St. Lô (27), Mandatory Assault. 10 + (5) = 15 vs. 7 + (3) = 10, five - Bocage = four CPs. 3FS/5FS retreat to Marigny (36); eliminate II FS/XXX; retreat 77 Pak to le-Mesnil-Herman (37).

June 11: Neutral Commentary Impulse 0

Drew misinterpreted the Allied intentions. An all-out attack into St. Lô would greatly help the Germans by relieving the pressure on Catz. St. Lô can be reinforced and is easier to defend. Perhaps he didn't blow the bridges because he hoped to encourage such an attack. The real threat was from Balleroy. Obviously, the Caumont bridge should have been blown. That would have reduced the British attack to 7:8 and perhaps discouraged it altogether. There was also no need to destroy the II FS/XXX; it could have retreated for the same CP total.

Andy gambled and won, but it was a needless risk. Alarm bells should also be sounding over the arrival of the XLVII XXX in Villars-Bocage. On the 12th, it will be able to fire on Breteville—the thinly held line before the British beaches.

JUNE 11: GERMAN IMPULSE 1

Foret de Cerisy is cut off now, but not isolated. It will be practically impossible to resupply it. If it falls I must make sure that I hold all of my other VP Areas, so 17SS comes on board to reinforce Catz and St. Jean, and, of course, St.

Lô. Not much to do now except sit back, wait, and try to react with the meager forces at hand.

Activate Zone D:

17SS/37 to Catz (34).
17SS Flak to St. Jean de Daye (35).
17SS/38 and 17SS/XX to St. Lô (27), no Assault.

JUNE 11: ALLIED IMPULSE 1

Time for a two pronged attack. I recognize that going into St. Jean de Daye is a no-no as far as the "strategy" goes, but this game is anything but normal. I can't chance letting Drew reinforce Catz any more than what he has, and the only way that is possible is by isolating the Area. Even though this commits my troops to a poor defensive Area, I believe that they will be safe, considering the shape of the German Army.

Activate Isigny (33): Attempt to construct St. Jean de Daye (35) bridge, drm (+3), dr = 6, place Allied Bridge marker.

29/115, 29/116, 29/175 to St. Jean de Daye (35), Mandatory Assault with 29/XX Support. 9 + (9) = 18 vs. 4 + (7) = 11, seven CPs. 17SS Flak retreat to Periers (43); 91 Pak and 1/30 Flak to D2 and retreat to Marigny (36); 243/921 retreat to Marigny (36); 100 Pz retreat to Periers (43).
2/CAA, 2/9, 2/23, 2/38 to Catz (34), Mandatory Assault with 2/XX Support. 12 + (3) = 15 vs. 7 + (5) = 12, three CPs. 17SS/37 retreats to Carentan (44); 265/XX to D2.

June 11: Neutral Commentary Impulse 1

The reinforcement of St. Lô was probably necessary, but I am less impressed with the moves to Catz and St. Jean de Daye.

Is this the same Andy Maly who has humbled me so many times? Having frittered away his artillery support on St. Lô, he now commits his infantry piecemeal. The Germans have almost nothing left with which to reinforce Catz. Why waste troops cutting it off? Worse, the assaults are taken in the wrong order. By not assaulting Carentan first, the Catz defenders are allowed to retreat into Carentan to man the defenses there. The first allied impulse should have been an assault into Carentan to prevent further reinforcement. He is still compounding his day-ending error of yesterday.

JUNE 11: GERMAN IMPULSE 2

If he wants St. Jean that badly he can have it. Note that I chose to retreat more than required from St. Jean, so that Andy couldn't eliminate at least three units and regain the Advantage. In Catz, I elected to keep one Fresh unit to prevent CCB from attacking this turn. If things get totally out of control I have one last desperation move, as long as the weather holds and Andy digs a hole for himself. For now I'll blow the St. Jean bridges.

Activate St. Jean de Daye (35): Attempt bridge demolition. Marigny (36) bridge, drm (+5), dr = 2, place Destroyed Bridge marker. Periers (43) bridge, drm (+5), dr = 4, place Destroyed Bridge marker.

JUNE 11: ALLIED IMPULSE 2

It's time to inflict more damage on Carentan. The result of my bombardment will most probably be more Germans rushing in to defend the Area, so I won't wait too long before going in. Besides, I hear the clock ticking.

Artillery Bombardment: Carentan; Target: 17SS/37. VII/XXX conducts attack. $9 + (7) = 16$ vs. $2 + (5) = 7$, nine APs. 17SS/37, 91/1058, 275/984, and 275/983 to D1, 91/6FS, 920/243, 922/243 and 932 Flak D2.

June 11: Neutral Commentary Impulse 2

Good moves. Given his failure to refit his airborne forces, Andy only has enough strength for one assault on Carentan this turn. He may as well wait till it is fully bombarded and as weak as possible. It can only hold one more unit.

JUNE 11: GERMAN IMPULSE 3

If I'm desperate, the weather stays Overcast, and I still hold the Advantage, I can try to attack the British beaches. Yes, I said attack. I would need to build the bridge between Verson and Bretteville, followed by a 5:7 attack by 12SS/25 in the hopes of eliminating the British 8th Armor. With the two Movement Factors left over, I could move to Gold and cut off his units in the Caumont Gap. An extremely risky move with little hope of success, (three percent for an overrun), but I may find myself in a desperate enough situation to try it. In the meantime I need to reinforce Carentan.

Activate Valognes (54): AOK 7 to Carentan (44).

JUNE 11: ALLIED IMPULSE 3

It's now or never at Carentan. I generally view an attempt to take that Area as one shot affair. Prep it, and hit it hard once. I see I did not take advantage of previous opportunities, which may have given me a better chance of success, but Drew's army will be hard pressed to do a massive retreat and subsequent reinforcement of the Area. Further, I might just be able to string together a few attacks to take the Area. Obviously, not having a presence in the Area gives Drew an unnecessary defensive advantage. Sorry, just felt like rubbing more salt into my wounds. My move is somewhat interesting, because I'm actually leaving the Montebourg-Ste Mere Eglise bridge open to capture. Based on the way he is playing, I wouldn't put it past Drew to give it a whirl.

Activate Ste. Mère Eglise (50). 4/8, 4/12, 4/22, 90/357, 90/358 to Carentan (44), Mandatory Assault with 90/XX support. $13 + (11) = 24$ vs. $7 + (3) = 10$, 14 CPs. German Player requests reroll. $13 + (8) = 21$ vs. $7 + (11) = 18$, three CPs. 17SS/37, 243/XX and 243/920 retreat to Periers (43). Advantage to Allied Player.

I won't debate being given the Advantage. The reroll works to his benefit, and he probably saved Carentan in the process.

June 11: Neutral Commentary Impulse 3

The German brings his last reinforcement to Carentan (although the 919th would have been a better choice) just in time, because Andy has jumped the gun. By assaulting before using the American naval bombardment, his chances of clearing Carentan with the assault are reduced from 16% to less than 1%. There was little to be gained from not waiting since the area was already fully stacked.

Drew's decision to surrender the Advantage was quite correct.



JUNE 11: GERMAN IMPULSE 4

I really hate to give up the Advantage, but I felt that I had no choice. Things are looking terrible in the American sector. My units west of St. L6 are nearly all Spent or Disrupted, so I can't react where I need to. With the Advantage in Allied hands, Andy needs only take two more VPs, and Catz is already virtually assured. Foret de Cerisy is ripe for the taking. St. L6 behind it is Contested making resupply expensive, the American 1st Division is in Foret de Cerisy ready to strike, CCB of the 2nd Armored can attack this turn, and the 9th Division can reach Foret de Cerisy if all my units become Spent. I'll see if I can't reduce the possible success of such an attack by bombarding Foret de Cerisy. I hate to spend a Fresh unit with all that British artillery around, but I don't have much of a choice.

Artillery Bombardment: Foret de Cerisy (28); Target 1/26. 77/XX attacks. $1 + (5) = 6$ vs. $3 + (10)$, no effect.

JUNE 11: ALLIED IMPULSE 4

Since Drew has so kindly exposed my next objective by firing, I'll take the chance to retaliate.

Artillery Bombardment: Foret de Cerisy (28); Target 77/1050. XXX/XXX, 51/XX, and 50/XX attack. $9 + (10)$ vs. $3 + (10) = 13$, six APs. 77/1049, 77/1050, and 752 to Spent.

June 11: Neutral Commentary Impulse 4

Sheesh! Drew's own analysis of the situation should have told him not to fire the 77 XX. By doing so, he lowered the area's defense and made it possible for Andy to expend all Fresh units in the Area. This is Drew's worst move of the game. He had nothing to gain and everything to lose, but he did it anyway.

JUNE 11: GERMAN IMPULSE 5

I knew it, now Foret de Cerisy is ripe for the plucking. Time to send the grenadiers of the 12SS on their death ride to Bretteville. If they can spend the British armor there, I can pull 12SS/12 out of Tilly and make a followup attack. Maybe this can throw a scare into the British and buy an impulse or two. Come on sundown.

Activate Verson (15): Attempt to construct Bretteville (16) bridge, drm (+4), dr = 5, remove Bridge Demolition marker. 12SS/25 to Bretteville (16), Optional Assault, $5 + (10) = 15$ vs. $7 + (2) = 9$, six CPs. American Player requests reroll. $5 + (9) = 14$ vs. $7 + (5) = 12$, two CPs. 8 Armor to D1. Advantage to German Player.

JUNE 11: ALLIED IMPULSE 5

Ah, Drew tries the old back door play. I'm a bit nervous, as he can try to gain Control of either Gold or Tilly. Either would cost me one VP, and things wouldn't be as clean as they currently are. I think I'll be able to regroup onto the beaches to prevent Drew from getting Control, but reinforcing Tilly appears to be more difficult without spending an Impulse.

I realize that further effort into Foret de Cerisy would be foolish. I don't have the Advantage currently, and any attack will probably let Drew retreat out enough men so I couldn't get

the Advantage back through combat. Another consideration is that the American supply situation is precarious at best, and winding up with two divisions contesting Foret de Cerisy would just about end my chances.

I'm going to counter Drew's move with an assault on Villars-Bocage. Granted it's shoving troops into a Bocage struggle, and I'll conveniently provide his Corps Artillery with a target next turn, but it will cut down on his opportunities to throw more troops at Tilly. Regardless of how good my luck has been recently, Drew's last move shifts the tempo in his favor.

Activate Caumont (23): Attempt possession of Villars-Bocage (14) bridge, drm (+2), dr = 5, place Allied Bridge marker. 7/22 and 7/131 to Villars-Bocage (14), Mandatory Assault with 7/XX support. $9 + (6) = 15$ vs. $7 + (6) = 13$, two - Bocage = one CP. Lehr Flak to Spent.

June 11: Neutral Commentary Impulse 5

Wow! Drew immediately follows his worst move of the game with his best. What a momentum turner! Besides regaining the Advantage, it puts the British beaches in jeopardy! Sure it was lucky. The 5:7 attack had only a 3% chance of an Overrun. But the game is about knowing when to take risks—and this was his time.

Andy seems to be thinking only of the danger to Tilly. I'd be more concerned about my beaches. His move is seemingly taken to counter the threat to Tilly, but also succeeds in blocking the 12SS Pz's route to Bretteville. It was a dangerous move with a 24% chance of failure. If the 7th Armor fails to gain a foothold in Villars-Bocage, the 12SS can withdraw through it and attack Bretteville at 6:3. A far safer move would be to move the Canadian 2nd Armor from its beach chairs at Sword to attack Bretteville at 6:5. Even if it fails, it will still put some more bodies between the Huns and the beach. To that end, moving the Sword artillery to Juno and Gold might be a prudent precaution.

JUNE 11: GERMAN IMPULSE 6

I did better than I had hoped and got the Advantage back. I still wish that I could have set up shop on Gold and cut off Bayeux, Caumont, and Tilly from supply. Interesting countermove by Andy at Villars-Bocage, and one that certainly throws a wrench into the withdrawal of 12SS/12 from Tilly. Looks like I'll have to counter into Caumont if I want to keep the pressure on in the British sector. Sure wish I had those eliminated units from Panzer Lehr. Ever since that debacle at Bayeux on the 10th, I've been in desperate straits. There's little hope of removing the British from Caumont, but there's always the possibility of setting up a subsequent attack tomorrow and taking it back. If I can't extract 12SS from Tilly today via Caumont, I'll have to exclude it from my plans. Caen will have to provide any subsequent reinforcements for the Bretteville/Gold thrust. I can't even believe I'm even talking about attacking. I have nothing with which to attack! But the situation is that desperate.

Activate Torigni (26): Attempt to construct Caumont (23) bridge, drm (+2), dr = 6, remove Destroyed Bridge marker.

3FS/9 to Caumont (23), Mandatory Assault, $6 + (11) = 17$ vs. $8 + (4) = 12$, five - Bocage = four CPs. 7/XX to D2 and retreat to Balleroy (22); 56 to Spent.

JUNE 11: ALLIED IMPULSE 6

If I ignore this rattlesnake that's biting me, will it go away? I can't afford to keep reacting to his moves, so I hope he doesn't have any more aces up his sleeve. I'm hoping that working over the Merville area will relieve pressure in the center. As always, a good preparatory bombardment does wonders.

British Naval Bombardment: Merville (7); Target: 654. $8 + (7) = 15$ vs. $1 + (10) =$ four APs. 654 to Spent; 346/762 to D1.

June 11: Neutral Commentary Impulse 6

Great engineers those Germans. Bridges repaired on demand. No waiting. The Huns have practically nothing left, but they're kicking Allied butt.

I can't believe Andy's move. If he wants to use his naval guns, what's wrong with Bretteville as a target? That's where the danger lies, not at Merville.

JUNE 11: GERMAN IMPULSE 7

Great results at Caumont. Not good enough to take back the Area, but good enough to set up that possibility for June 12. I really should be careful at Merville and bombard the British there, but I'll up the ante at Caumont instead, in hopes of presenting two threats to Andy tomorrow, Caumont and Gold.

Activate Aunay sur Odon (13); 4 Flak and 7 Nebelwerfer to Caumont (23), no assault.

JUNE 11: ALLIED IMPULSE 7


Oh, this is going to get real cute. I'm going to lose Caumont next turn, and a hunk of the British Army with it. I need ground, but also an army to take it with, so I'm going to bombard Merville again. I think it will cost Drew more than it will me.

Artillery Bombardment: Merville (7); Target: 2 Flak. 1/XXX and 3CA/XX attack. $8 + (7) = 15$ vs. $1 + (6) = 7$, eight APs. 2 Flak to Spent; 654, 346/857, and 346/858 to D1; 346/762 to D2. Weather Change to Clear on Impulse 8.

June 11: Neutral Commentary Impulse 7

Great move by Drew. Terrible one by Andy. Why is he wasting his time on Merville? He has to take three VPs tomorrow and not lose any he already has. That means taking Carentan and Catz, and hopefully regaining the Advantage at the same time. His other concerns should be defending Caumont and Bretteville. He has absolutely no time to fool with Merville. Either bombard Carentan with the naval guns or move those pensioners on Sword Beach to Balleroy or the threatened beaches!

JUNE 11: GERMAN IMPULSE 8

 Oh joy, not only do I get hammered by shells, but the sun appears. Well, I'm not about to give the Advantage back, so I'll have to suffer. Now, do I want to bombard Merville or not? If I come up short, Andy hits me with a 14:4 attack, and I only have ten steps

left in Merville. If I manage to disrupt his armor, I'm faced with only an 11:4 attack with ten steps to lose. If I move 101 Pz to Merville, Andy still attacks at 14:4, but I'll have 13 steps to lose. I'll need to outdraw Andy by +1 to disrupt the armor, whereas the move of 101 into Merville is a sure thing and accomplishes the same objective. Though I could always hope to damage more than the armored brigade at Merville, I think it's too risky. I'm already up a creek in this game. The problem is, of course, that if Andy overruns Merville, he gets the Advantage back and gets a VP Area as well, which will win him the game.

Fish or cut bait? Conservatism rules the day, and 101 Pz reinforces Merville.

Activate Troarn (6): 101 Pz to Merville (7), no assault.

JUNE 11: ALLIED IMPULSE 8

Lucky me, it's sunny. I'm sending one of the commandos over to Bayeux, so he can refit, and then regroup onto Gold. I'm fortunate to be making that move. I'll send the other two gents into Merville, and hope the weather holds.

Activate Sword (8): ISS commando to Bayeux (20), 2CA Armor and 4SS Commando to Merville (7), Optional Assault. $8 + (9) = 17$ vs. $4 + (4) = 8$, nine CPs. 2 Flak to D2; 654, 346/857, and 346/858 to D2 and retreat to Houlgate (1); 346/762 retreat to Houlgate (1).

June 11: Neutral Commentary Impulse 8

And the day goes on. Andy certainly can't complain about his luck when it comes to the length of the days. All but one day has been above average length. It now looks like he'll take Merville after all, but without Carentan it may not matter.

JUNE 11: GERMAN IMPULSE 9

This is quite a jam in which I find myself. I'd like to retreat everyone out of Merville and shore up Troarn so that Andy doesn't get the Advantage back for killing three or more units. On the other hand, it would not be wise of me to concede Merville because that will let Andy move 3rd Infantry Division plus the Armor into the Gold-Juno-Bayeux area. From those Areas, he can thwart my possible attack into Gold on the 12th. If I can not effectively threaten Gold tomorrow, the game is over. Andy has six VPs outright, and he qualifies for another for Contesting at least seven VPs, thus he needs three more. I'll assume that he can take the Advantage back, and Catz will fall, that's two more, leaving only one. If I'm lucky enough to take back Caumont, Andy will need two VPs, which he can get by taking Carentan or a combination of Foret de Cerisy and Merville. The only thing which will stop him is if he runs out of time. He's far too strong, I'm too weak, and his forces are well positioned for the task. I need to run some time off the clock by forcing him to react to my moves tomorrow, and, since I'm so weak, I can't afford to give up the Advantage, nor can I allow Andy the opportunity to reinforce Gold. So, I'm going to have to stay in Merville and put up a fight. If I lose, the Advantage gets spent for a

reroll. If I lose the reroll I must think seriously again about conceding this one.

The only choice now is whether to risk moving in 3 Flak from Bourguébus, or to play it safe by moving 346/XX to Merville. I would like to move 3 Flak to Caen so that I can regroup elements of 12SS or 21 Panzer to Verson for the attack on Bretteville-Gold. The spent strength of 3 Flak increases the Defense Value of Merville, if it makes it there. I don't want to spend the Advantage by rerolling an interdiction die roll, so I'll make the conservative move and send in the artillery. With only seven CPs to fend off a potential 14:3 attack, I'll need to beat him by four spots, only about a ten percent chance. Hold on to your seats, we're in for a hell of a ride.

Activate Houlgate (1): 346/XX to Merville (7).

JUNE 11: ALLIED IMPULSE 9

I find it interesting that Drew has raised the stakes on Merville. If I can get an Overrun, and we know what has happened every time I've planned on that, I can move into Troarn to open up the east end of the board. Yes, I know I've been screaming that I need to be supply conscious, but a brief look at the board seems to indicate that come the Refit Phase, I'll be able to afford it.


Activate Merville (7): 27 Armor, 3/8, 3/9, 3/185, 6/6, and 6/3, Optional Assault with 3/XX support. $14 + (7) = 21$ vs. $3 + (6) = 9$, 12 CPs. German Player requests reroll. $14 + (10) = 24$ vs. $3 + (8) = 11$, 13 CPs. 101 Pz, 2 Flak, and 346/XX eliminated, Overrun!

27 Armor, 3/8, 3/9 and 3/185 to Troarn (6), Mandatory Assault with 3/XX Support. $12 + (4) = 16$ vs. $1 + (10) =$ five CPs. 12SS/XX, ISS/XXX, 744/711, 711/731, and 711/XX retreat to Bourguébus (5). Sunset DRM to +1. Advantage to Allied Player.

June 11: Neutral Commentary Impulse 9

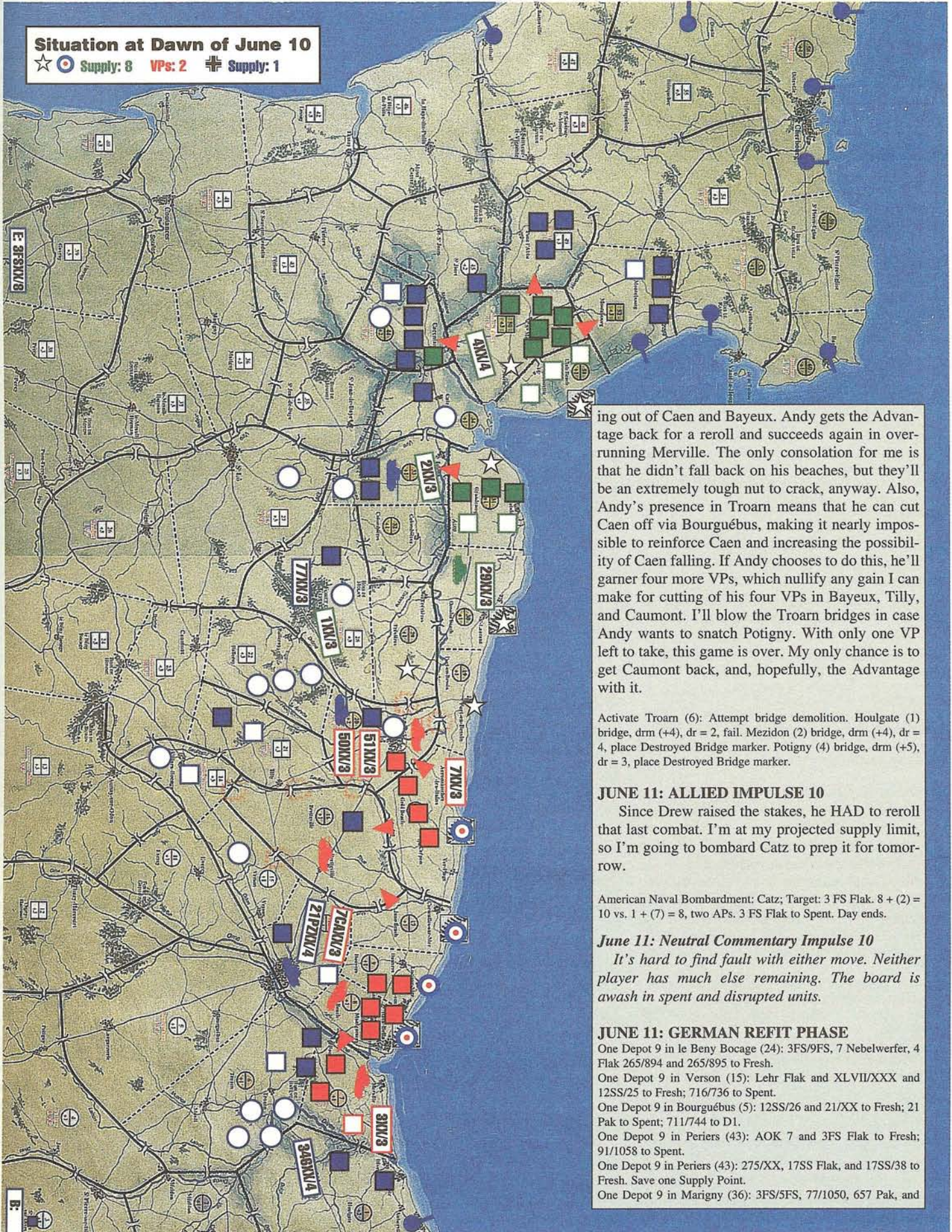
A pair of bad decisions by Drew. Reinforcing Merville was like praying for a visit by the Easter Bunny. It ain't gonna happen. He would have been better off trying to take out the Armor brigade with a 3:1 artillery barrage. If it didn't work, at least he wouldn't have blown the Advantage too in the Merville overrun. The place to employ the Advantage was in Troarn, if necessary. The British Attack Value is two less due to the airborne's failure to keep up and the Germans have an extra step with which to absorb the CPs. Besides, by rerolling the attack, Drew has rescinded the end of the day and given it new life. He now has to endure yet another impulse in the game's version of The Longest Day. Had the attack on Troarn also been an Overrun, pushing the Sunset DRM to +3, the day may last long enough to cost him another six supply points.

JUNE 11: GERMAN IMPULSE 10

 The original overrun result was unacceptable. I didn't want Andy to subsequently overrun Troarn, and, more importantly, did not want him to reinforce Gold and Juno. It's bad enough that he'll be able to cover Gold and Juno by regroup-

Situation at Dawn of June 10

☆ Supply: 8 VP: 2 ☒ Supply: 1



ing out of Caen and Bayeux. Andy gets the Advantage back for a reroll and succeeds again in over-running Merville. The only consolation for me is that he didn't fall back on his beaches, but they'll be an extremely tough nut to crack, anyway. Also, Andy's presence in Troarn means that he can cut Caen off via Bourguébus, making it nearly impossible to reinforce Caen and increasing the possibility of Caen falling. If Andy chooses to do this, he'll garner four more VPs, which nullify any gain I can make for cutting of his four VPs in Bayeux, Tilly, and Caumont. I'll blow the Troarn bridges in case Andy wants to snatch Potigny. With only one VP left to take, this game is over. My only chance is to get Caumont back, and, hopefully, the Advantage with it.

Activate Troarn (6): Attempt bridge demolition. Houlgate (1) bridge, drm (+4), dr = 2, fail. Mezidon (2) bridge, drm (+4), dr = 4, place Destroyed Bridge marker. Potigny (4) bridge, drm (+5), dr = 3, place Destroyed Bridge marker.

JUNE 11: ALLIED IMPULSE 10

Since Drew raised the stakes, he HAD to reroll that last combat. I'm at my projected supply limit, so I'm going to bombard Catz to prep it for tomorrow.

American Naval Bombardment: Catz; Target: 3 FS Flak. $8 + (2) = 10$ vs. $1 + (7) = 8$, two APs. 3 FS Flak to Spent. Day ends.

June 11: Neutral Commentary Impulse 10

It's hard to find fault with either move. Neither player has much else remaining. The board is awash in spent and disrupted units.

JUNE 11: GERMAN REFIT PHASE

One Depot 9 in le Beny Bocage (24): 3FS/9FS, 7 Nebelwerfer, 4 Flak 265/894 and 265/895 to Fresh.

One Depot 9 in Verson (15): Lehr Flak and XLVII/XXX and 12SS/25 to Fresh; 716/736 to Spent.

One Depot 9 in Bourguébus (5): 12SS/26 and 21/XX to Fresh; 21 Pak to Spent; 711/744 to D1.

One Depot 9 in Periers (43): AOK 7 and 3FS Flak to Fresh; 91/1058 to Spent.

One Depot 9 in Periers (43): 275/XX, 17SS Flak, and 17SS/38 to Fresh. Save one Supply Point.

One Depot 9 in Marigny (36): 3FS/5FS, 77/1050, 657 Pak, and

17SS/XX to Fresh.

German Supply Reserve: one + two existing = three.

JUNE 11: ALLIED REFIT PHASE

I'm not sure how much effort I should put into saving Caumont, but if I don't do anything, it's lost. I'd also lose half the British units on the board, were it not for the current German situation. I won't refit many of them, just because it's too darn expensive. I realize that the Impulses I'm buying now will quickly evaporate with each lost Allied unit, but the Germans don't pack much of a punch. I'll refit over in Carentan, only to give the illusion that I'm going to attack that way, and hopefully that will divert German resources.

Air Supply, Bayeux (20): 1SS Commando, 50/XX, 51/XX, XXX/XXX; dr's = 1, 3, 5, 4, 51/XX to Fresh.

Ste Mere Eglise (50): 4/8, 4/12, 4/22, VII/XXX, 90/XX, and 4/XX to Fresh. Lose one Supply Point to CA Interdiction.

Two Depots in Isigny (33): 2/CCA, 2/9, 2/23, 2/38, 29/115, 29/116, 29/175, 2/XX, V/XXX, 1/XX, and 29/XX to fresh. Save one Supply Point.

Bayeux (20): 1SS Commando, 50/XX, XXX/XXX, and 56 to Fresh. Save four Supply Points.

Sword (8): 1/XXX, 3CA/XX, and 3/XX to Fresh. Save seven Supply Points.

Merville (7): 27 Armor, 3/8, 3/9, 3/185, 4 SS Commando and 2C Armor to Fresh.

Allied Supply Reserve: twelve + ten existing = 22. Buy two Impulses. June 12 starts on Impulse B.

Allied Supply Reserve: two.

June 11: Neutral Commentary Refit Phase

It does no good to save supply now. The depot on Sword could have refit an airborne unit in Merville without losing a thing. Is it wise to leave the British 8th Armor Brigade disrupted?

JUNE 11: GERMAN REGROUP PHASE

Valognes (54): 709/919(-) to Pont l'Abbe (49).

Pont l'Abbe (49): 709/739 to St. Jores (45).

Gavray (39): 2FS to Coutances (41).

Marigny (36): 3FS/5FS to Periers (43).

Villars-Bocage (14): Lehr Flak and XLVII to Verson (15).

Caen (10): 12SS/26 to Verson (15).

le Beny Bocage (24): 265/894 to Torigni (26).

JUNE 11: ALLIED REGROUP PHASE

Well, I'm going to make it difficult for Drew to take the beaches from me. No more scares like the one earlier today. One unit in clear weather should be able to protect them from anything Drew can throw at me, unless he gets real lucky. Other than that I'll line up to take the remaining VP Areas I need for victory. I've got a long day ahead, and very reasonable objectives.

Utah (51): 82/325, 101/501, and 82/505 to Ste. Mère Eglise.

Grandcamp (31): 2/XX and 101/327 to Isigny (33).

Omaha Approach: 2/CCB, 9/39, 9/47, 9/60, and 9/XX to Omaha (30).

Sword (8): 3CA/XX to Douvres (9).

Caen (10): 3CA/7 to Juno (17).

Bayeux (20): 1SS Commando to Gold (18).

June 11: Neutral Commentary Regroup Phase

Things look awfully bleak for the Germans, but they could have improved their position somewhat with a better Regroup Phase. St. Lô appears safe enough to withdraw 17SS/38 and its artillery to Torigni for a backup assault force against Caumont. And if he really wants to

threaten the beaches he should withdraw another unit of the 21st from Caen to Verson and do likewise with the 21st Flak in Bretteville. That would give him an attack force of 10 Attack Factors. Of course, Andy would have to be blind not to see it coming, but his regrouping options are limited on Juno.

The game appears to be over. Andy needs but one more VP and then he can play defense against a very weak German Army.

JUNE 12: GERMAN REINFORCE PHASE

Well, I was lucky to catch Andy napping once. He didn't oblige this time as he regrouped into 17 and 18. It should be obvious that Andy has me out-maneuvered and out-classed, so I need to force him to react to my moves and to waste some of his precious time. It basically boils down to pouncing on Caumont, or Bretteville and Gold, but which is the better of the two moves? Clearly, Gold offers rich rewards, but is the riskier of the two.

All 2nd Panzer Division units in Zone B.

JUNE 12: ALLIED REINFORCE PHASE

Let's establish the worst case scenario. I think that Drew will try to kill the unit in Bretteville to gain the Advantage, and will try to retake Caumont for a second VP. This leaves me with seven VPs, needing three for the win. Catz is one and I've got Foret de Cerisy isolated, so theoretically, I could get the remaining two VPs that way. I'd like to try to take Carentan, but I believe he can reinforce the area too easily, so efforts in that direction would be wasted. Potigny or maybe Bourguébus will have to be my focus if things go awry.

JUNE 12: GERMAN IMPULSE B



Bretteville it is. I can muster only a 7:9 attack at Caumont unless I bombard it first. Bombarding telegraphs my intentions, so the Allied air force will be out to squash me. If I can manage to throw Andy off-balance by attacking Bretteville, maybe even get the Advantage back, I can force him to waste an impulse or two.

Activate Verson (15): 12SS/26 to Bretteville, Optional Assault. 7 + (9) = 16 vs. 5 + (7) = 14, two CPs; 8 Armor to D2 and retreat to Gold (18). Lehr Flak to Caen (10).

JUNE 12: ALLIED IMPULSE B

I guess he wants to retake Tilly. Of course he could clear Gold to try and deny me the VP that way, so I'd better stop him now, before I give him the chance to get lucky. I'll use air bombardment so the clock won't move.

British Air Bombardment: Bretteville (16); Target: 12SS/25. 5 + (8) = 13 vs. 2 + (8) = 10, three APs. 12SS/25 to Spent; 12SS/26 to D1.

June 12: Neutral Commentary Impulse B

The German options are few; the Allied choices many. Drew can't afford to wait while Allied airpower singles out his few offensive weapons, so he attacks immediately, even though it hands Potigny's VP to the Allies if they want it.

Why not include Lehr Flak in the assault? One more AF would have resulted in an Overrun.

Andy dodges a bullet with the safe withdrawal of the 8th Armor. With the Advantage still his, the British Air Bombardment ends any German hopes for the beaches. It's all over but the crying.

JUNE 12: GERMAN IMPULSE B

Well, one impulse burned away. It's doubtful that I can actually take Gold, but I'll force Andy to waste another impulse by reacting to a bridge building attempt at Bretteville-Tilly.

Activate Bretteville (16): Attempt to repair Tilly (21) bridge, drm (+3), dr = 6, remove Destroyed Bridge marker.

JUNE 12: ALLIED IMPULSE B

Well, things look safe for the time being. Let's work on Catz, the easier of the two targets.

Naval Bombardment: Catz; Target: 3FS Flak. 8 + (3) = 11 vs. 1 + (12) = 13, no effect.

June 12: Neutral Commentary Impulse B1

Remind me to hire a kraut the next time I need a bridge fixed. Drew is 3 for 3 on repair attempts. Maybe this isn't over yet, after all. Andy seems to think Drew wants to attack Tilly. What he really wants is to get the 12SS Pz out of Tilly and to the beach. Interesting. The fat lady isn't singing yet.

JUNE 12: GERMAN IMPULSE A

Good, no casualties this time around. Time to move on Caumont. Andy can't react to any bombardment or assault in Caumont, so he'll be able to take the initiative without worrying about it. This, unfortunately, means that the attack may need to be called off if I'm forced to react elsewhere. If I get desperate, 12SS/12 moves out of Tilly and into Gold, a longshot at 6:9, but if it survives to Contest Gold, the British VPs of Bayeux, Tilly, and Caumont are out of supply.

Artillery Bombardment: Caumont (23); Target: 56. 7 Nebelwerfer attacks. 8 + (6) = 14 vs. 3 + (9) = 12, two APs. 56 to Spent.

JUNE 12: ALLIED IMPULSE A

Wonderful. I don't need my luck to turn sour right now. Well, I'll hit him again, and try and wear him down. Drew needs a +3 in order to take Caumont, so I feel that area is safe.

Artillery Bombardment: Catz; Target: 3FS Flak. V/XXX attacks. 9 + (4) = 13 vs. 1 + (9) = 10, three APs. 3FS Flak to Spent; 91/1057 to D2.

June 12: Neutral Commentary Impulse A

The German 7:7 assault in Caumont has a 24% chance of taking Caumont and a 16% chance of eliminating the 56 Brigade and the Allied Advantage. That's a swing of two VPs. Andy can probably afford it as long as it occurs before he flattens Catz because he should be able to wrest back the Advantage there. But it's safer to waste an impulse and send three more steps to Caumont in the form of the 50 XX from Bayeux.

JUNE 12: GERMAN IMPULSE 0

Do I dare take a stab at nailing Andy's units in Catz with my artillery? At 4:1 it's tempting. The best I could hope for with even dice is to flip 2/CCA. The 2nd Infantry with its artillery could then muster an 11:3 attack against my remaining nine steps. If that failed Andy could move 2/CCB and the 9th Infantry in from Omaha and knock off whatever I have left, so I think I'll stand pat in Catz. Looks like I'll have to force the issue at Caumont. It's a shame that even if I succeed in taking back the Advantage, I'll lose it again to one of Andy's killer stacks. Here goes nothing.

Activate Caumont (23): 3FS/9FS and 4 Flak, Optional Assault. 7 + (3) = 10 vs. 7 + (7) = 14, attacker repulsed. 3FS/9FS and 4 Flak to D1.

JUNE 12: ALLIED IMPULSE 0

Time to do a reality check. If I use VII Corps in Ste. Mère Eglise to bombard Catz, that will clue Drew in that I really don't intend to go after Carentan. Not that there is much to bluff, anyway. I know I'm taking a chance by attacking Catz with my air power, but I believe the Mistaken Attack risk is low. Besides, it saves me an Impulse.

American Air Bombardment: Catz; Target: 3FS Flak. 5 + (5) = 10 vs. 1 + (6) = 7, three APs. 3FS Flak to D1 and 275/XX to Spent.

June 12: Neutral Commentary Impulse 0

The pressure is off at Caumont. Andy can take his time taking Catz and the game. So why does he continue to tempt fate with bombing impulses over his own troops? One of these days. . .

JUNE 12: GERMAN IMPULSE 0A

A miserable failure at Caumont, but I still have a couple of remote chances to pull this one out. First I'll blow the bridges at Catz so that Andy can't benefit from an overrun there. I'll leave the St. Jean-de-Daye bridge standing so that my troops will have an exit out of Catz, if that is an option. Otherwise, I screw myself by not being able to retreat, and giving Andy a big positive Sunset DRM. Of course, Andy can always try to assault from St. Jean de Daye after an Overrun there, but that still spares Carentan for another impulse.

Caumont needs to be assaulted again, probably next Impulse. The last ditch stab by 12SS/12 at Gold must wait until at least impulse 2. If the move is successful, the game must have the possibility of ending shortly thereafter, else the Allies will have too many opportunities to restore order.

Activate Catz (34): Attempt bridge demolition Carentan (44) bridge, drm (+4), dr = 4, place Destroyed Bridge marker.

JUNE 12: ALLIED IMPULSE 0A

I've got to create some casualties, and quickly. The problem is, I don't want to expend my units in Catz and not be able to do anything else with them, so I need alternate forces. The 29th in St. Jean-de-Daye is a very good choice.

Activate St. Jean-de-Daye (35): 29/115, 29/116, and 29/175; Optional Assault with 29/XX support. 10 + (6) = 16 vs. 3 + (7)

= 10, six CPs. 275/985 and 2/30 Flak eliminated, Overrun. Place American Control marker. 29/115, 29/116 and 29/175 to Isigny (33) to Catz (34), Optional Assault with 29/XX support. 10 + (9) = 19 vs. 2 + (4) = 6, 13 CPs. 275/XX, 265/XX, 91/1057, 101 Nebelwerfer, and 3FS Flak eliminated, Overrun. Place American Control marker. Sunset DRM to +3.

June 12: Neutral Commentary Impulse 0A

Well, its not the way I'd have done it, but it worked. "Turn out the lights, the party's over"—to quote another Dandy Don. Andy has his 10 VPs. All he has to do now is defend what he already has. That being the case, perhaps he should have opted for -3 instead of +3 on the Sunset drm.

JUNE 12: GERMAN IMPULSE 1

Well, that certainly wasn't a lot of fun. Andy achieves his Victory Conditions, and the only way I can get back into this game is to get back the Advantage, cut off his British VP Areas, or take back Caumont. A pretty tall order to fill, especially since Andy has a +3 Sunset drm to work with. 12SS will go into action, and if that long shot fails, I'll try the other one at Caumont. If both fail, I'll concede.

Activate Tilly (21): 12SS/12 to Bretteville (16), to Gold (18) [interdiction dr (+1) = 3], Mandatory Assault. 6 + (7) = 13 vs. 9 + (3) = 12, one CP. ISS Commando to Spent. Attempt Bridge Demolition: Bretteville (16) bridge, drm (+3), dr = 4, place Destroyed Bridge marker.

JUNE 12: ALLIED IMPULSE 1

Ah, Drew, always the courteous opponent. He has just informed me that my supply to Bayeux, Tilly and Caumont is non existent. I thought I would only have a problem if he took the beach, I had not recognized the current situation as being a potential problem. He's probably still laughing at this one.

Luckily I've held my units on Omaha out of the action. I wanted to commit the 9th Division into Foret de Cerisy for the coup-de-gras, but I see that is not to be. At least he won't be around too long to enjoy his little trick.

Activate Omaha (30): 2/CCB, 9/39, 9/47, 9/60 to Gold (18), Optional Assault, 12 + (5) = 17 vs. 5 + (11) = 16, one CP. 12SS/12 to D1.

June 12: Neutral Commentary Impulse 1

Hold the phone! Drew beats the odds, not just once, but twice! The attack into Gold Beach had just a 24% chance of success, and the American counterattack a 90% chance of evicting it. Although it will cost him his 10th VP, Andy should opt for the reroll of his counterattack. Otherwise, Drew can reinforce his lodgement on the beach. Andy can still get the extra VP back at Potigny.

JUNE 12: GERMAN IMPULSE 2

Success! By contesting Gold, the British cannot use that Area to supply anything outside of Gold; thus Tilly, Caumont, and Bayeux are cut off for VP determination. Too bad that I don't have a few units laying around to reinforce Bretteville and Gold. With a +3 Sunset DRM, this game can't end before Impulse 5, so Andy has at least four more shots at establishing supply to Bayeux through Gold or Bretteville.

Unfortunately, I think my move was too little too late to affect the outcome of this game. A move into Gold on the next to last impulse of the game would have been nice, but neither could I predict when that would be, nor could I have waited that long. Looking back, maybe I should have moved sooner, that is, before Andy picked up the +3 Sunset DRM. Maybe this would have been a game after all. My only hope now is to reinforce Gold, but doing so weakens Bretteville.

Activate Bretteville (16): 21 Flak to Gold (18).

JUNE 12: ALLIED IMPULSE 2

I couldn't see spending the Advantage over that little setback. I've got a few other units that I can use, but they're all in VP areas. I don't want to leave myself vulnerable, so I'll pull the armor unit over from Merville.

Activate Merville (7): 2CA Armor: to Gold (18), Optional Assault. 7 + (6) = 13 vs. 4 + (5) = 9, four CPs. 12SS/12 to D2; 21 Flak to D2 and retreat to Bretteville (16).

June 12: Neutral Commentary Impulse 2

Andy's options on Gold Beach are dwindling down to a precious few. Perhaps he should have bombarded the area first before committing his last Armor unit within range. What a turn of events!

JUNE 12: GERMAN IMPULSE 3

The Canadian Armor almost evicted me from Gold, and I'll probably cave in on the next assault. This game is over. The only chance I have is to exhaust his Canadians in Caen, then follow that up with an attack from 2nd Panzer. In the event that those longshots succeed, I can then use what's left of 21 Pz in Caen to move toward the beaches. The Caumont attack at something like 3:7 odds in Bocage doesn't look too promising, but I may need to resort to it soon.

Artillery Bombardment: Caen (10); Target 3CA/8. 21 Pz/XX attacks. 5 + (4) = 9 vs. 4 + (12) = 16, no effect.

JUNE 12: ALLIED IMPULSE 3

So Drew wants to be a tough little booger. I can't see any reason why I can't pull everyone out of Tilly, now, but he's got me rather paranoid, so I'm going to leave one of the regiments from the 50th in Tilly for insurance purposes. Besides, the grunts and tubes ought to be able to handle it.

Activate Tilly (21): 50/69 to Gold (18): Optional Assault, with 50/XX support. 6 + (4) = 10 vs. 3 + (8) = 11, attacker repulsed. 50/69 to D1.

June 12: Neutral Commentary Impulse 3

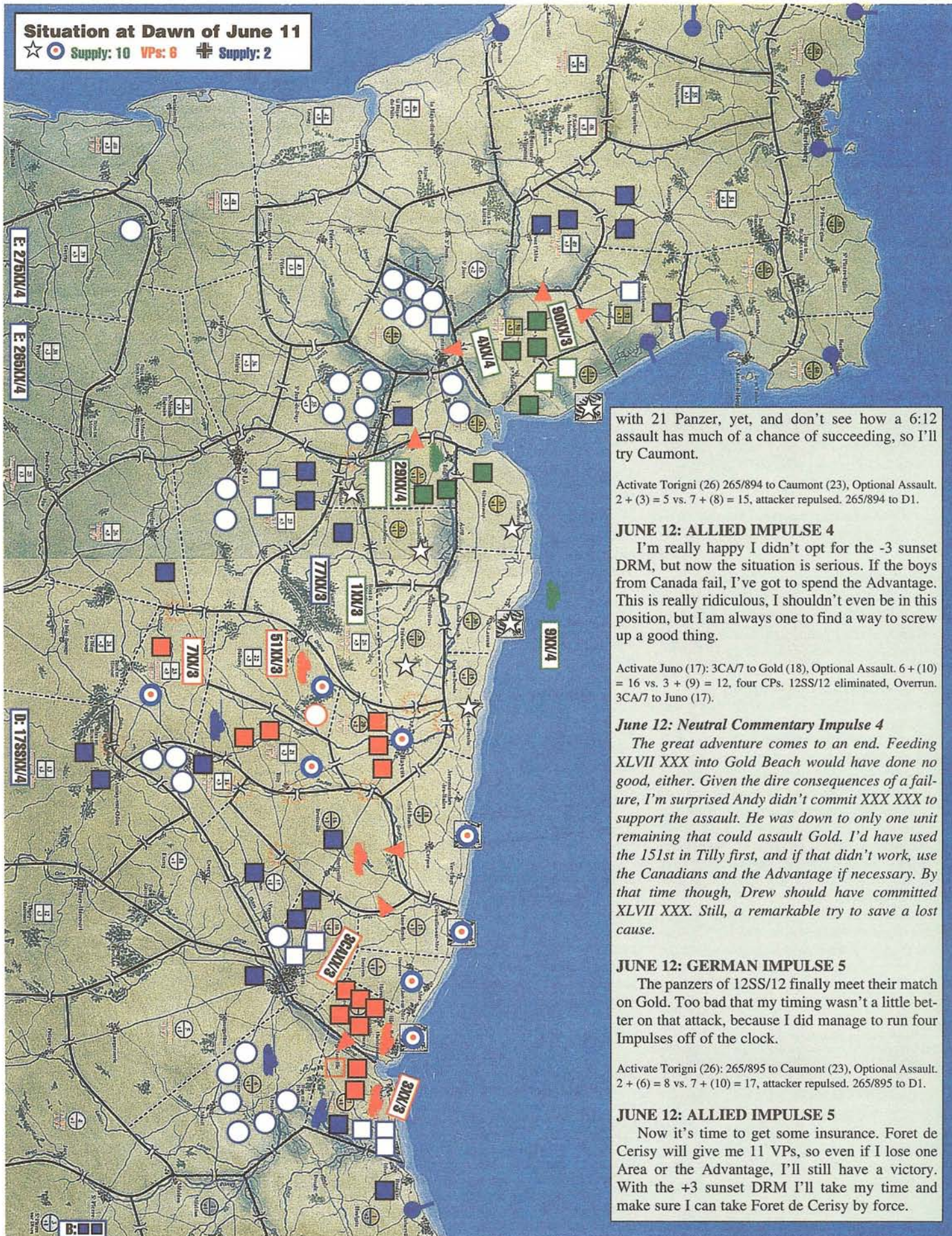
Interesting choice. The 21 Pz XX had only a 34% chance to hit both Canadian units in Caen, which is what Drew needs to have a shot to attack with 2nd Panzer. I'd have fed XLVII Pz XXX into the fray at Gold Beach instead.

JUNE 12: GERMAN IMPULSE 4

Unfortunately, my bombardment at Caen accomplished nothing. I'm reluctant to assault

Situation at Dawn of June 11

☆ Supply: 10 VP: 6 # Supply: 2



with 21 Panzer, yet, and don't see how a 6:12 assault has much of a chance of succeeding, so I'll try Caumont.

Activate Torigni (26) 265/894 to Caumont (23), Optional Assault. $2 + (3) = 5$ vs. $7 + (8) = 15$, attacker repulsed. 265/894 to D1.

JUNE 12: ALLIED IMPULSE 4

I'm really happy I didn't opt for the -3 sunset DRM, but now the situation is serious. If the boys from Canada fail, I've got to spend the Advantage. This is really ridiculous, I shouldn't even be in this position, but I am always one to find a way to screw up a good thing.

Activate Juno (17): 3CA/7 to Gold (18), Optional Assault. $6 + (10) = 16$ vs. $3 + (9) = 12$, four CPs. 12SS/12 eliminated, Overrun. 3CA/7 to Juno (17).

June 12: Neutral Commentary Impulse 4

The great adventure comes to an end. Feeding XLVII XXX into Gold Beach would have done no good, either. Given the dire consequences of a failure, I'm surprised Andy didn't commit XXX XXX to support the assault. He was down to only one unit remaining that could assault Gold. I'd have used the 151st in Tilly first, and if that didn't work, use the Canadians and the Advantage if necessary. By that time though, Drew should have committed XLVII XXX. Still, a remarkable try to save a lost cause.

JUNE 12: GERMAN IMPULSE 5

The panzers of 12SS/12 finally meet their match on Gold. Too bad that my timing wasn't a little better on that attack, because I did manage to run four Impulses off of the clock.

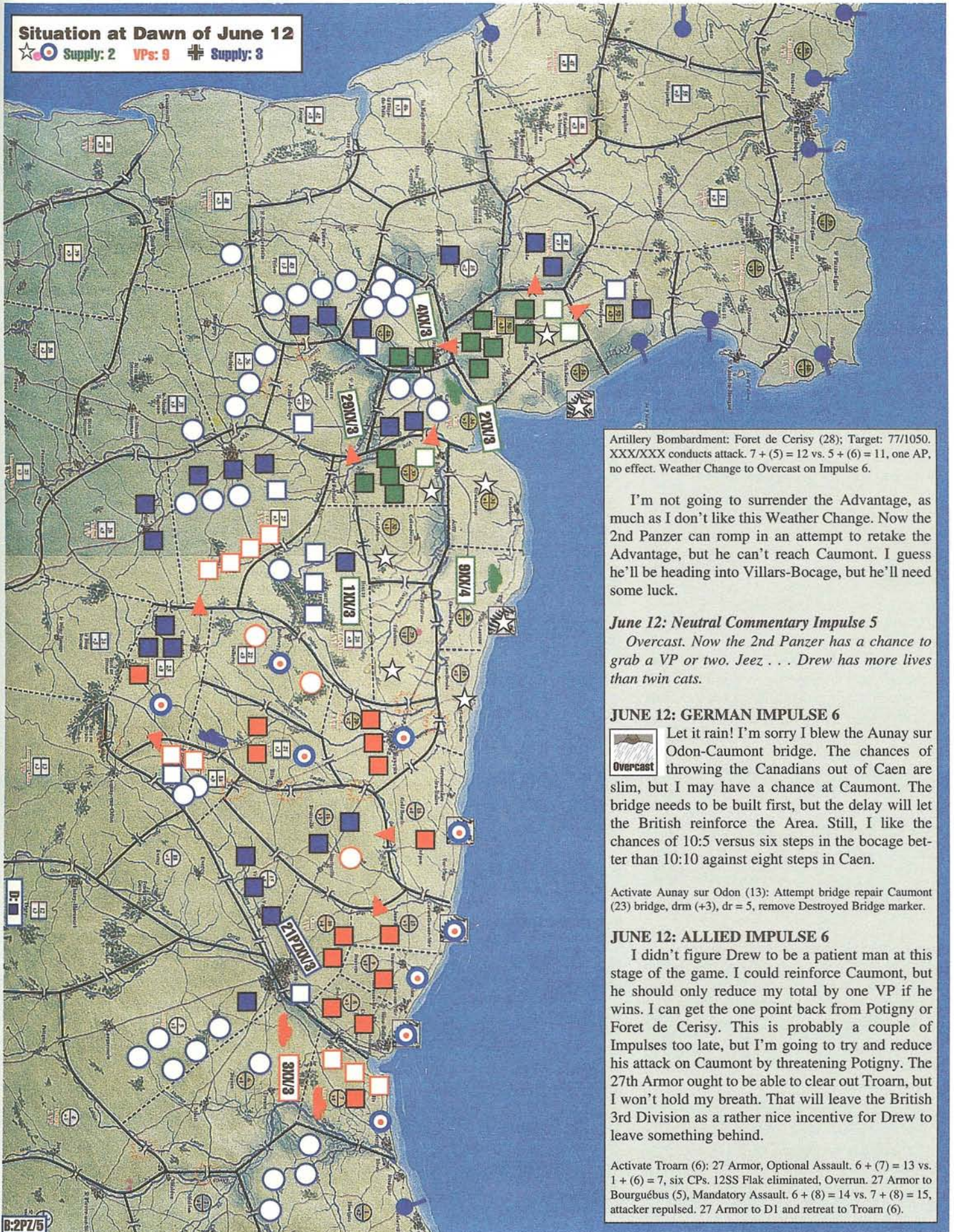
Activate Torigni (26): 265/895 to Caumont (23), Optional Assault. $2 + (6) = 8$ vs. $7 + (10) = 17$, attacker repulsed. 265/895 to D1.

JUNE 12: ALLIED IMPULSE 5

Now it's time to get some insurance. Foret de Cerisy will give me 11 VPs, so even if I lose one Area or the Advantage, I'll still have a victory. With the +3 sunset DRM I'll take my time and make sure I can take Foret de Cerisy by force.

Situation at Dawn of June 12

☆ Supply: 2 VP: 9 ☒ Supply: 3



Artillery Bombardment: Forêt de Cerisy (28); Target: 77/1050. XXX/XXX conducts attack. $7 + (5) = 12$ vs. $5 + (6) = 11$, one AP, no effect. Weather Change to Overcast on Impulse 6.

I'm not going to surrender the Advantage, as much as I don't like this Weather Change. Now the 2nd Panzer can romp in an attempt to retake the Advantage, but he can't reach Caumont. I guess he'll be heading into Villars-Bocage, but he'll need some luck.

June 12: Neutral Commentary Impulse 5

Overcast. Now the 2nd Panzer has a chance to grab a VP or two. Jeez . . . Drew has more lives than twin cats.

JUNE 12: GERMAN IMPULSE 6



Let it rain! I'm sorry I blew the Aunay sur Odon-Caumont bridge. The chances of throwing the Canadians out of Caen are slim, but I may have a chance at Caumont. The bridge needs to be built first, but the delay will let the British reinforce the Area. Still, I like the chances of 10:5 versus six steps in the bocage better than 10:10 against eight steps in Caen.

Activate Aunay sur Odon (13); Attempt bridge repair Caumont (23) bridge, drm (+3), dr = 5, remove Destroyed Bridge marker.

JUNE 12: ALLIED IMPULSE 6

I didn't figure Drew to be a patient man at this stage of the game. I could reinforce Caumont, but he should only reduce my total by one VP if he wins. I can get the one point back from Potigny or Forêt de Cerisy. This is probably a couple of Impulses too late, but I'm going to try and reduce his attack on Caumont by threatening Potigny. The 27th Armor ought to be able to clear out Troarn, but I won't hold my breath. That will leave the British 3rd Division as a rather nice incentive for Drew to leave something behind.

Activate Troarn (6); 27 Armor, Optional Assault. $6 + (7) = 13$ vs. $1 + (6) = 7$, six CPs. 12SS Flak eliminated, Overrun. 27 Armor to Bourguébus (5), Mandatory Assault. $6 + (8) = 14$ vs. $7 + (8) = 15$, attacker repulsed. 27 Armor to D1 and retreat to Troarn (6).

June 12: Neutral Commentary Impulse 6

Uh oh! Something's wrong with Andy's math. If Drew gets an Overrun on Caumont he takes away two VPs—one for Caumont and one for the Advantage. The 10:5 assault he has left him gives him a 66% chance of taking the Area and a 56% chance of regaining the Advantage. Reinforcing it with the 51st XX lowers those odds to 37% and 24% respectively. I think you just blew it. If he gets an overrun, taking Potigny won't be enough.

JUNE 12: GERMAN IMPULSE 7

The day still goes on, the weather is still overcast, and Andy hasn't reinforced Caumont. Thus, it is time to attack. I'll need to leave some strength behind in Potigny in case Andy decides to launch the 3rd British Infantry to grab that VP and nullify any possible VP gain that I make. The artillery and one of the panzergrenadier regiments stay behind in Potigny. The rest go to Caumont to assault.

Activate Zone B: 2 Pz/XX and 2/304 to Potigny (4). 2/3, 2/2, and 2 Flak to Caumont (23), Optional Assault. $9 + (8) = 17$ vs. $5 + (6) = 11$. six - Bocage = five CPs. 56 eliminated, remove British Control marker. Advantage to German Player.

JUNE 12: ALLIED IMPULSE 7

No use in crying over spilled milk. Shoving another unit into Caumont would have saved me. Now, I'm down two VPs, so I need time. If I had rerolled that last attack, and lost, the Sunset DRM goes to +2, and that would be real tight, therefore, I didn't use the Advantage for a reroll.

I'd like to take the units from Catz into Carentan, but, I need to do some fancy bridge-work first. I believe that I need to lead with those units, because the repair attempt is involved. I need the 2/CCA to really be effective. However, if this fails, I'm going for Foret de Cerisy, as I can't waste any impulses at this point. But right now I'm desperate, so I may just be fooling myself.

Activate Catz (34): Attempt bridge repair Carentan (44) bridge, drm (+2), dr = 1, place Allied +1 Construct marker. 2/CCA, 2/9, 2/23, and 2/38 to Foret de Cerisy (28), Optional Assault with 2/XX Support. $12 + (8) = 20$ vs. $7 + (2) = 9$, 11 - Bocage = ten CPs. 77/1050 to Spent; 77/1049, 77/XX, and 752 to D2 and retreat to St. L6 (27).

June 12: Neutral Commentary Impulse 7

How in Hell did Andy become the underdog? I think he should have taken the reroll in Caumont. He can get back one VP to negate the loss of the Advantage, but two will be tough since Drew can reinforce Carentan all day. One thing's for sure, Andy should send his engineers to Drew's bridge repair course.

JUNE 12: GERMAN IMPULSE 8

Andy must have been trying to take Foret de Cerisy and the Advantage at the same time. He'll take Foret de Cerisy, but he'll still need to come up with one more VP. Carentan gets reinforced this turn.

Activate Periers (43): 17SS Flak to Carentan (44).

JUNE 12: ALLIED IMPULSE 8

My engineers have really let me down. That same attack into Carentan would have been sweet, but I seem to be spilling milk by the gallon. Drew did the smart thing by retreating three of his units out. Now he has the maximum defense which won't yield the Advantage if I win. He knows that if there's another Impulse, I'll be going for Potigny. He can't pull the Flak unit out of Bourguébus, because that would give me a better chance at that area than I currently have at Potigny, but that battle will be tight. But let's take Foret de Cerisy first.

Activate Foret de Cerisy (28): 1/16, 1/18, and 1/26, Optional Assault with 1/XX support. $10 + (9) = 19$ vs. $5 + (7) = 12$, seven - Bocage = six CPs. 352/XX and 77/1050 eliminated, place American Control marker.

June 12: Neutral Commentary Impulse 8

The Big Red One finally does something. I guess Andy will tell me he was right about pinning the 77th Division in Foret de Cerisy all along. Maybe so, but he's still a point shy and the clock is ticking. Meanwhile, Potigny can be reinforced!

JUNE 12: GERMAN IMPULSE 9

Only one VP left to lose now that the Allies have Foret de Cerisy. Carentan is safe for now since I have 17 Steps to face a possible 12:6 attack.

Potigny is most vulnerable, facing a 7:5 attack if Andy builds the bridge, and Potigny has only six steps available. Too, the Commandos in Merville can assault any of my surviving units. Fortunately, I have a unit in Zone D to bring in, which I almost forgot about, but I don't know if it will be enough.

Activate Zone D: LXXXVI/XXX to Potigny (4).

JUNE 12: ALLIED IMPULSE 9

I'm definitely looking at the burning fuse, and not at a way to defuse the bomb. I should have gone for Potigny first. I'm going into a low odds crap shoot here, but I don't see any other realistic alternatives.

Activate Troam (6): Attempt bridge repair, Potigny (4) bridge, drm (+2), dr = 4, place Allied +1 Bridge Construct marker.

3/8, 3/9, and 3/185 to Potigny (4), Mandatory Assault. $7 + (5) = 12$ vs. $6 + (5) = 11$, one CP. 2 Pz/2 to D1. Game Ends.

June 12: Neutral Commentary Impulse 9

Incredible. At the end, it was Andy who had almost no chance.

GERMAN POST GAME COMMENTARY

I figured that Andy had two shots of pulling off that attack, but the day ended after the first failed attack. Unbelievable game, I can't believe that I survived. If this game were to go another day, the whole German front in Normandy would probably cave in and the Allies would be on their way to Paris.

I'm glad that I didn't concede the game and went on to "not lose", but I don't especially feel that I "won." I made too many errors to comfortably lay claim to victory. Andy played a marvelous game, recovering nicely after initial Allied setbacks and taking advantage of some mistakes on my part. The Allied steamroller did a great job in softening up the German defenders, and I felt as demoralized by Allied material superiority as I imagine my historical counterparts did.

As it turns out, the only thing that saved me was a fortuitous weather change which allowed 2nd Panzer the extra Movement Factor to reach Caumont and attack. Without that weather change, the Germans would have lost.

Looking back, I think the most significant blunder that I made was not pulling out of Bayeux during the Regroup Phase of June 9th. There is no way I could hold Bayeux, but my position in the game at that point and possession of the Advantage made me brave (or stupid). Losing the Advantage, three VP Areas and most of the Panzer Lehr Division really hurt, and I didn't think that I could recover; in fact, I considered conceding the game at that point.

I made other blunders as well. I nearly attacked Tilly with 17SS thinking that only one British unit was there, but then realized that there were actually two (chalk that one up to my shallow homemade counters). It turns out that sending 12SS/12 to Tilly earlier wasn't as big a disaster as I had thought, after I had second-



U.S. Forces on Utah Beach.

guessed my move. Sending 12SS/12 from Tilly into Gold on the 12th bought some valuable time for me, so I'm grateful that I had "wasted" that unit earlier.

About the only redeeming quality of my middle- and end-game was the ability to improvise with the few fresh units that I had. My aggressive, unorthodox play, coupled with Andy's sound strategy and staggering attacks was almost my undoing and nearly bought me a ticket to an early concession. By all rights I probably should have lost this one, and if I play another game like this, I probably will. Great game Andy, ready for another?

ALLIED POST GAME COMMENTS

Congratulations to Drew on his victory! While we both made some mistakes, it's obvious mine were more serious. To Drew's credit, he did an excellent job of throwing everything including the kitchen sink at me. It was a big risk that worked very well at times, especially during the last turn, when I was forced to react to his moves with multiple impulses.

I really can't complain about the result. I had approximately a six percent chance of winning at the end, albeit slim. Any game that gives you a chance on the last roll of the bones is exciting in my book.

I think that anyone can go back and see my major mistake was not recognizing the impact of Drew assaulting Gold. I had the ability to stop it before it occurred. Alternatively, building the Port-en-Bessin - Bayeux bridge, and shoving the Americans up through the gap could have worked as well. Not real pretty, or elegant, and I'm glad I didn't think of it during play as that move appears to be "cheap". The bottom line is, I squandered a win. Don will tell you that's par for the course.

Another part of my play, easy to analyze in hindsight is my use/nonuse of the Advantage. Not using the Advantage to reroll the result on the June 10, German 11th Impulse was just stupid, and is the one thing that I cannot even begin to defend. Obviously not using the Advantage to reroll the Weather Change on June 12 became a necessity, but that was a rock and a hard place decision at the time. My belief was that I had ten VPs, so why should I reduce myself to a losing level? Two factors which weighed in the decision were 1) the possibility that the weather could still have changed, and 2) the probability of taking another VP Area to get back to ten VPs was not guaranteed. Reinforcing Caumont would have left the area in my hands, but just barely.

Another aspect of the Advantage which probably could have helped my cause is a timely Double Impulse. I can see at least two occasions where such a move could have helped. In all honesty, though, I did not realize the full potential of this weapon until after this game was finished. Food for thought.

In looking back at the luck involved, I see there is probably an even split. Granted, we were playing with chits, but specific chits drawn at critical times can have a profound effect on the game. It definitely adds appeal to the game.

On the downside of my luck, I had multiple realistic opportunities throughout the game to

get an overrun, but got few. Conversely, luck was on my side when I realize that I really did not suffer any major battle disruptions. The real problem with that fact is that I may have been a bit too conservative in my play, opting for assuring a win in a specific battle rather than trying for a big gain. Recognizing the problem and executing the solution are two different things. I've got to work on the latter.

The bottom line is that this was an enjoyable project. Playing Drew opened my eyes to new strategies and tactics which Don and I never tried during playtesting. I'm sure there are many more nuances to the game which remain concealed. I guess it will be a long time, if ever, before someone will be called an "expert" at the game, but it will be fun trying to claim the title!

Neutral Commentary Post Game Comments

Although the play was far from perfect, it was competent and certainly exciting. We couldn't have scripted a more surprising ending. The game was extremely close and could have turned on any of the 90-odd moves of either player. I am at a loss to single out a particular one that determined the outcome. The number of variables that comprised the action were nearly infinite and any one of them tweaked in a different way would have resulted in an entirely different game.

As a commentator, I always like to look at the numbers occupied by the respective player's dice rolls to determine what role fate played in the outcome. As this game was played with chits, there is no sense in analyzing the combat dice rolls as the numbers generated were equal for each 36-dice roll pass through the cups.

That is not to say that there is no luck with chits; just that its effect is lessened. Andy lamented his frequent failure to get the good draw in crucial Overrun situations, and it did seem as though he was indeed on the short end of the stick in those key battles. However, there can be no denying that he also benefitted from abnormally long days. The Allies averaged 8.1 impulses per day and suffered only one short day (five impulses on the 9th). This benefit was not entirely due to his play—having earned only a +5 Sunset DRM total for the week. Consequently, I'm inclined to call the combat chits a non-factor.

But the supplemental die rolls tell a different story. When we look at the probable and actual outcomes of such tasks as interdiction, bridge demolition and repair, and air supply the Allies always come up short.

On average, the Allied airpower should have scored 25 hits/stops on German moves, and managed but 19. In supply drops, they refit only 9 of an expected 10.3 units. German CA scored 4 hits of an expected 3.78. But where fate dealt Andy his worst hand was in the feats of the respective Engineers. While Drew was blowing 16 bridges in the chances normally required to do 13.5, Andy could manage only one repair with tries normally sufficient to mend three. This disparity was all the more pronounced because the Germans were perfect at repairing their own bridges.

Consequently, I think it's fair to allow the loser the comfort of his "if only I'd had better luck" security blanket.

CONVENTION CALENDAR

The *GENERAL* will list any gaming convention in this column free of charge on a space-available basis, provided that we are notified at least six months in advance of the event date. Each listing must include the name, date, site and contact address for the convention. Additional information of interest to our readership, such as tournaments utilizing Avalon Hill/Victory games, is solicited and will be printed if made available. The Avalon Hill Game Company does not necessarily attend or endorse these gatherings, nor do we guarantee that events using our titles will be held. Readers are urged to contact the listed source for further information before making plans to attend any of these events.

NOVEMBER 4-6, 1994

ADVENTURE GAME FEST '94, Oregon Convention Center, 777 MLK Jr. Blvd., Portland, OR. Tournament, Competition, and Open play of Board Games, Role Playing, and Miniatures of all genres, including Fantasy, Historic, and Science Fiction. Door and event prizes, game auction, miniature painting contest. Pre-registration: \$15/3 days, \$12/2 days, \$8/1 day. Contact: Adventure Games Northwest, 6517 NE, Alberta, Portland, OR 97218, (503) 282-6856 or (206) 887-4479.

NOVEMBER 5-6, 1994

NEW JERSEY ASL OPEN, Edison, NJ. Sponsored by the Central New Jersey ASL Club, this is a five-round Swiss-Style tournament. AREA rated. All pre-registrants receive event patch and scenario list. For information, send SASE to Daniel Zucker, 416 Pleasant Avenue, Piscataway, NJ 08854, or call (908) 754-3358. Via E-Mail, contact Darryl Lundy on GENIE at D.Lundy3; or on INTERNET, D.Lundy3@GENIE.GEIS.COM.

NOVEMBER 10-13, 1994

TNT '94, Comfort Suites Hotel, 14402 Laurel Place, Laurel, Maryland (800) 628-7760. (Mention TNT '94 to get the group rate.) TNT is the premiere free-form TITAN tournament. Play as many games as you wish. Gaming starts at 9:00 a.m. Thursday and ends midnight Sunday. For more information contact Brian Sutton, 9225 Fairlane Place, Laurel, MD 20708, or call (301) 604-0050.

DECEMBER 29, 1994-JANUARY 2, 1995

THE PHOENIX ARIZONA ANNUAL WINTER WARGAME CHAMPIONSHIPS. Over 30 Game Tournaments, Trophies, and over \$300.00 in prizes. Contact: Christopher Lee at 1-(602)-998-7354.8019 E. Voltaire, Scottsdale, AZ 85260.

FEBRUARY 3-5, 1995

WINTER WAR XXII. The University of Illinois Conflict Simulation Society will hold its 22nd Annual Winter Wargaming Convention at the Chancellor Hotel, 1501 S. Neil St. in Champaign, IL.

The convention features *CIRCUS MAXIMUS*, *DIPLOMACY*, as well as a variety of board games, miniatures and role-playing events, open gaming, dealers, auctions and a miniatures painting contest.

Pre-registration is \$6.00 for the weekend, registration at the door is \$8.00 for the weekend or \$4.00 per day, with a \$2.00 event fee.

If you are interested in judging an event or for pre-registration information, send a SASE to: Donald McKinney, 986 Pomona Drive, Champaign, IL 61821, (217) 351-9194.



PHILOSOPHY...

(Continued from pg. 23)

change from the others in the series is the unit size. The armies that fought in the valley were very small. Jackson never had more than 15,000 to 16,000 men, so we've gone down one level from division to brigade. And the leaders are mostly division commanders. It will also have three maps. The terrain on these maps is very interesting. It shows how movement of troops was channeled into certain directions and also shows what Jackson did to achieve his lofty reputation. The political situation in the spring of 1862 is reflected also; the bottom line in the Shenandoah Valley is that it was really a secondary theater. Both sides admitted that. Jackson was not given a major task other than to distract the Union army from reinforcing McClellan. And at the same time the Union Army's task was to take everything out that wasn't needed and bring it to the major front. This volume brings the series nicely to my next project which will be on the Peninsula Campaign. It'll cover roughly the same period but in a far more major theater.

Are you going to take it West?

Well, if I live long enough, sure. The plan now is for Volume Six to be the Wilderness to Cold Harbor; Volume Seven will take it from Cold Harbor to Petersburg and on to Appomattox and the end. So yeah, I'd like to go West. People I've talked to seem to like the Atlanta campaign, the march of Sherman's army from Chattanooga to Atlanta. That's going to be a challenge, because I'll have to take long trips to find all the necessary maps.

What element in game design do you think the most important—playability or realism; or, should I call realism "detail"?

If I had the answer to that question I'd be a millionaire. I guess I do find wargamers putting themselves in two camps: the "SPI/Victory Game" school versus the "Avalon Hill" school. It's interesting now that AH owns Victory games—they're sort of covering both bases. It was pretty smart to capture that camp. But, I consider myself a person who hates the complex games. I hate the sixty page rule books, the eight point type. You know the kind. The kind of rulebook where you have to spend the whole weekend reading it, and once you finally make it to the end, you've forgotten what you've read in the beginning. Of course, you can accuse me of doing a couple of those games. But when I start working on a game design, I have two cardinal rules. First, the game must be playable solitaire. I don't mean the game has to be a "solitaire" game, but it must have a high solitaire playability. I understand how it is to play games solitaire; I used to do it all the time in high school. A lot of people like to push the counters around by themselves. Second, I try to keep the game simple. Simple, but not too simple. What I mean is, I try to write a rulebook that can be easily read in a couple of hours and play can start shortly thereafter. Nevertheless, when I write rules, I try to be very meticulous.

Does a good game designer have to be meticulous?

Oh, very meticulous. You can see the difference in older games from other companies, where the release of the game would be followed by the legendary "errata" page. When you asked me to give you a list of questions for this issue on the Civil War series to put in the Questions Box, I said "I'm sorry Robert, but I just haven't gotten that many calls or letters." I'm very happy to say that I just haven't gotten any rules questions. At SPI, we used to rate our game as four, eight, twelve, or sixteen page rules games. I consider my Civil War series as an eight page rules game, even though the actual size of the rule booklet in each of these games is much longer than that when you factor in graphics, pictures, and attractive type styles. Meticulous? Yes, I'm very meticulous. I spent more time on the maps than anything else, and I didn't really have to. I mean, who's going to know that Hagerstown had seven roads going into it instead of six? No one would ever know. But it bothered me to leave out one road, because I kept thinking that if Lee had had this map without the seventh road, that would somehow mess up his plans terribly. I tried to construct the rules so that the players could actually use their units as they were actually used. But it doesn't bother me that players won't be able to run their games in exactly the same way as it was in reality. Nobody can capture the "real thing" in a boardgame. So for me, the realism question is kind of silly. If you go for total realism you're just going to get into a bottomless pit.

What element of history do you find most difficult to simulate in game design?

Definitely logistics and supply because historical information about these things is never available. You can never really find out where Lee's wagon trains were coming from and how much food each man carried, and how often they got supplies. You really have to read between the lines for that and make educated guesses. For example, in the Gettysburg campaign, Lee broke away from his line of supply. He moved 100 to 150 miles from his major supply heads. There were no railroads bringing supplies in, so I knew that they were expected to live off the land. Not in the same way Sherman later did, of course. And then came the question of ammunition. That was very difficult to figure out. How long could Lee's army last in Pennsylvania with the ammunition they carried? You begin to realize that Lee was really gambling in his invasion, and the game *ROADS TO GETTYSBURG* reflects these subtleties. The driving force behind any campaign is going to be logistics and supply and it's so hard to simulate. It's easy to simulate movement and combat.

Of all the games that you've designed, what's your most favorite?

It's hard to pick out one, but I'd say that the Civil War series is probably my favorite. And of those games, I'd say *ROADS TO GETTYSBURG*. I think it's very exciting; you've got all this wide open space and few units to move. You don't have the linear feeling of "I attack with everything and then you attack." In *RTG*, you can never take your eyes off the board because

it's an interactive system. You never know what's going to be moved next. And I love Charlie Kibler's maps. He did a great job and it's great to see the whole theater as if you're looking down from a satellite. [*"Yeah, and it's great to kill all them Yankees too"*—says Charlie, a native Tennessean, in the background].

Let's shift now to the electronic theater. I hear you're working closely on our new computer game 5th FLEET. What differences are there between working on a computer game design and a board game?

There are obviously a lot of differences. When Avalon Hill first decided to produce a Fleet Series computer game, I was fascinated. Here was "my baby" being put in a new format. But being a relative computer ignoramus, I didn't know if I could contribute to the production. So it was decided by AH and Stanley Associates that I would come in and provide any technical support I could. They realized that it was very valuable to have the designer of the boardgame around for questions who had ample knowledge about the Navy and naval tactics. We've made a very good team. Now, the project is going very strong, we're almost done, and it's been very rewarding. The big difference for me between designing boardgames and working on computer games is that I'm not independent anymore. Teamwork is mandatory for developing computer games. You must have constant access between the programmer and the designer. Now, I have to be much more open-minded and receptive to other ideas. I have to be flexible and willing to give up "pet" ideas if they can't be programmed effectively. I'm still a boardgamer at heart, but the work I've done on the computer games has been fun.

You must spend all of your time designing and playing games.

Not really. Whenever I tell people what I do for a living they immediately say, "Wow, you design games. That must be great." It is, but surprisingly enough, when you design games, you don't really want to go home and play them. You know, it's the old traditional "Bringing coal to Newcastle" or "Busman's Holiday" syndrome. I have no desire to go home and play wargames.

Finally, are there any last comments you want to share with our readers?

Yes. For me, my time in the hobby, as a gamer and as a designer, has been my life. You can ask any of the other designers that have been around for years, Don Greenwood or Bob McNamara, for example, and they'll tell you the same thing. It's not a job, it's a life. I've just recently gotten married and one table at the reception was devoted to my game design friends. That was very important to me. The dedication to the hobby, all the players and designers, the dedication to history and the professionalism. It's been one great ride. Avalon Hill has been very good to me. I wanted to break away and do my own thing, and they said "do whatever you want to do." Think of it: I get paid to research history. How can you go wrong with that?

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MODERN NAVAL BATTLES

Preview of 5TH FLEET Avalon Hill's Newest Computer Game

By Mike Innella (Vice President of Stanley Associates)

With the first two computer games of our reborn computer division receiving great praise, Avalon Hill turns its attention to modern warfare. Is the Russian Bear back? We can only hope not, but Mike Innella of Stanley Associates (the computer wizard working with AH on this project), believes we can bring them back and keep them healed through blue chips and megabytes. There aren't many good modern naval warfare computer games on the market, but AH and Stanley Associates are about to change that. Below is a pre-

view of our soon-to-be-released computer game 5th FLEET. Traditional wargamers probably recognize the title. The Victory Games naval battles live on bigger and brighter than before. Set your sights and lock on target—the battle begins.

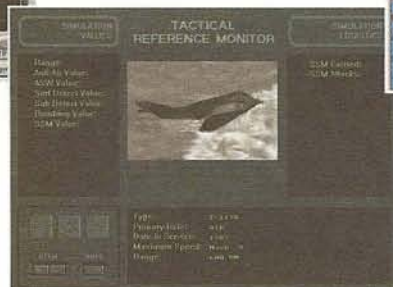
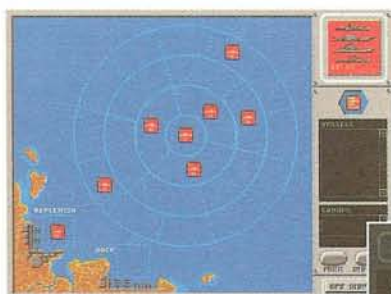
5th FLEET will be Avalon Hill's third computer wargame to become available this year, and will continue the tradition of excellence set by KINGMAKER and OPERATION CRUSADER. 5th FLEET simulates modern naval warfare on a

"fleet" scale. The world will probably never see those large naval engagements so likely a few years ago. Nonetheless, the prospect of such engagements is still possible considering the instability of the current world situation. Such possibilities make for many exciting "what-if" scenarios. In 5th FLEET, the players control all of the units that could potentially take part in such a conflict. This includes units currently available such as Ticonderoga and Slava class cruisers, P-3 Orions and Mig-29s, as well as planned units such as the F-22 and the Seawolf.

THE BASICS

5th FLEET was originally the fourth in the Fleet Series of games published by Avalon Hill for Victory Games. This popular series covered modern naval warfare in potential hotspots around the globe. The game's area of operations includes the Persian Gulf, the Indian Ocean, and continues east to Singapore. The computer version of the game is designed to be simple to play with a straightforward interface. All of the Advanced Rules and many of the Optional Rules from the board game have been implemented. The game is played over a period of three to twelve days depending on the scenario. Each turn represents eight hours of real time and is played in phases. There are six phases in each turn. During each phase, the phasing player may move and attack with only one type of unit: air, surface ships, or submarines. Since the computer randomly determines which side is the active side for each phase, the game introduces a level of unpredictability and adds an element of strategy.

During each phase, surface and submarine units can attack, move, and attack again. However, each type of weapon may only be used once during the phase. For example, a submarine can fire cruise missiles, torpedoes, guns, and ASW. The effectiveness of each of these is dependent on the specific weapon being represented.



Aircraft are handled slightly differently. During a phase in which air units are active, they may be employed on Strategic Air Missions or on Air Strike Missions. Strategic Air Missions tie up the aircraft for a 24 hour period (three turns) and represent general missions such as reconnaissance, intercept, mining, and combat air patrol (CAP). CAP is an exception in that air units on CAP are available on the following turn. Air Strike Missions represent attacks directed at a specific target and are designated in the same manner as other attacks such as SSMs. The two most common Air Strike Missions are, (1) a squadron of F/A-18s accompanied by F-14s and EA-6Bs making an attack on an enemy task group, or (2) a P-3C Orion attacking an enemy submarine.

Although the game is simple to play, it takes into account all of the major factors characterizing modern naval warfare. In reality, the whereabouts of enemy units isn't always known, and to add to the confusion, neutral merchant ships ply the sea lanes. Trigger-happy commanders will find that it isn't always wise to fire on an unidentified target. Logistics also play a major role. Missiles are the most widely used weapons, but only limited numbers can be carried aboard each ship and submarine. Although ships may be replenished during the game at sea or in ports, this leaves them unavailable during that time and potentially vulnerable. Fuel becomes an important factor during longer scenarios. Ships moving at maximum speed may quickly find themselves low on fuel, leaving them sitting ducks until they can be refueled.

The difference in approach between US and Russian navies becomes quickly apparent during the game. The US Navy relies on its aircraft carriers to deliver a heavy punch at long ranges. Accordingly, its ships generally carry a lighter load of missiles with relatively small warheads. The Russian Navy relies more on SSMs. Russian ships generally carry large loads of SSMs with heavy warheads. Woe to the US comman-

der who lets a Russian task force get within missile range. Since the US and Russian navies aren't the only navies in the region, British, French, Saudi Arabian, Pakistani, Indian, Australian, and Indonesian, units are also included.

DIFFERENCES

Anyone expecting a direct port of the board game to the computer is going to be pleasantly surprised. Our goal was to keep the feel of the board game, while taking advantage of what the computer has to offer. We were fortunate in that Joe Balkoski, the designer of the original series, was brought on to assist in the conversion to the computer. His assistance was invaluable in determining which rules should be changed to reflect the electronic format. A good example of this is the rule dealing with detection. In the board game, all units are continually in plain view on the map. However, players are not allowed to attack units that have not been formally "detected". Needless to say, it was not unusual for recon airplanes to fly missions in zones where there just happened to be undetected units. Knowing this, Joe structured the detection tables to make detection more difficult. In the computer game, undetected units are not displayed on the map at all. If the detection rules had been taken directly from the board game, it would have made detection of enemy units almost impossible without accidentally bumping into them. Other changes involve logistics such as fuel and ammunition expenditure. In the board game, logistics are an optional rule. Since computers are good at keeping track of complex information, we were able to include logistics as a standard feature without making the game more cumbersome to play.

One of the important design decisions made for *5th FLEET* was to make it playable on a standard VGA display. This meant a choice between two formats: A 640x480 pixel display with only 16 colors, or a 320x200 display with 256 colors. Most computer games

such as X-wing or World Circuit use the 320x200 pixel display to get the maximum color resolution we opted for the 640x480 pixel display since we felt that for a wargame, the high resolution was more important than the number of colors. It then fell to the artists to select the appropriate 16 colors and blend them in such a way as to get the most attractive display. In this, they have definitely succeeded. Their efforts have resulted in a game that looks like a Super VGA game, yet can be played on a standard display.

To keep game play interesting, the computer opponent has three levels of difficulty and two levels of aggression. You can play each scenario as the US or the Russians. In addition, units are randomly placed as determined by each scenario. This means that you can't rely on enemy units showing up in the same place each time.

For those of you looking for a simulation that captures the strategy of modern naval warfare without being burdened by the operational details of handling each unit, your ship has come in. *5th FLEET* delivers the firepower you've been looking for. Look for its release in late October or early November this year.

HARDWARE REQUIREMENTS

CPU

386 with a minimum 4 Megs of RAM/8 Megs recommended.

Sound Card

4 Meg Sound Card (minimum)
Supports Sound Blaster, Pro Audio Spectrum

Monitor

VGA

Graphics Card

VGA

Mouse Required



★ TECH TIPS ★

Each issue, we will compile and publish a list of questions and comments most frequently asked by customers calling our computer game technical support line. Most of the calls we've received so far are for KINGMAKER PC. Most people are asking us how to create more memory to run the game or how to create a boot disk for it. If you don't know how to do these things, below are the answers:

How do I get more Base Memory for KINGMAKER?

1. Create a boot disk.
2. If you have DOS 6.0 or higher, run memmaker by typing, at the "c" prompt, "memmaker/batch".
3. Make sure your hard drive is not compressed because the game will not function properly on a compressed hard drive. The only way to decompress your hard drive is to have a copy of DOS 6.2. Otherwise, the only other solution is to get a new hard drive.
4. Find out why you can't get at least 600K base memory by typing, at the "c" prompt, "mem/c/p". This command will give you a detailed report of what and how much data is taking up base/conventional memory.

How do I create a Boot Disk for KINGMAKER?

1. Find a 3 1/2" blank high density disk.
2. Put the disk into the drive.
3. At the "c" prompt, type in "format a:/s". This will format the blank disk and transfer the MS DOS operating system.
4. Press <ENTER> or <RETURN> when asked for a volume label.
5. Select "N" (for No) when asked to format another disk. (You only need to format one disk).
6. Change directories to KINGMAKER by typing, at the "c" prompt, "cd king".
7. At the "king" prompt, type "makeboot". This will create a stripped down version of your autoexec.bat and config.sys files onto the boot disk.
8. Now the only other thing to do is include your mouse and sound card drivers.
9. If you have a separate mouse directory set up on your hard drive, try changing into the mouse directory and typing "setup" or "install". Some mouse drivers will allow you to install the drivers onto a floppy disk.
10. If there is no install or setup command or if you don't have a separate directory dedicated to your mouse, follow these next steps:
 - 10a. At the "c" prompt, type "edit autoexec.bat".
 - 10b. You should now see a blue screen with your autoexec.bat file displayed on it.
 - 10c. Look for one, possibly two lines, that have the word mouse in it or anything that looks like it could be related to your mouse.
 - 10d. Once you've found the mouse line(s), write it down on a piece of paper character for character, paying attention to detail.
 - 10e. After you've copied the line(s) down, exit out by clicking on the file pulldown menu in the top left corner.
 - 10f. At the "c" prompt, type "a:" to log onto your floppy disk drive which should still have the boot disk in it.
 - 10g. At the "a" prompt, type "edit autoexec.bat". Press <RETURN> or <ENTER>.
 - 10h. Now you should see a smaller version of the autoexec.bat file that is on hard drive.
 - 10i. Place the blinking cursor one space after the semicolon in the path line and hit the enter key to create a blank line underneath that line.
 - 10j. Once there is a blank line underneath the path DOS line, start entering in the line(s) you copied down on paper.
 - 10k. Once you are done typing the line, click on the file pulldown menu and save your changes, then exit back to the "a" prompt.
 - 10l. Now your boot disk is completed. Just reboot your system with the disk in the drive.
 - 10m. If you have a sound card, follow the same steps as above but copy down the sound blaster lines instead of the mouse line(s). Your sound board should have anywhere from one line to four lines to copy down and transfer to the boot disk.

If you have been waiting for a good reason to buy a modem for your computer, read on!

We are happy to announce the launch of the "official" Avalon Hill BBS (Bulletin Board Service). Tentatively called "Avalon Hill's THE OLD GUARD BBS", our new BBS will provide a forum for discussions on great AH board game discussions, rules errata, software patches and updates, online gaming, etc. The service can be accessed via computer modem, with support for up to 28.8k transfer rate.

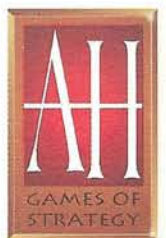
Another great feature will be an online area for opponents wanted, both board games and Play By Email games such as the World AT War Series. Getting in touch with gamers in your area will be as easy as a phone call away!

Use the following information to connect to the BBS. If you should have any technical difficulty, please contact our tech support hotline.

Set your terminal software settings to 8 N 1 and call the following number: 410-254-8874

Hope to see you online soon!

Jim Rose
Executive Producer
The Avalon Hill Game Company



GUERRILLA

WELCOME TO THE JUNGLE
IT GETS WORSE HERE EVERY DAY...

Are you ready for treachery and deceit in Central or South America? Can you play a corrupt government one moment, and valiant freedom fighters the next?

If the answer's no, then don't buy **GUERRILLA**. Players score by eliminating opposing forces, manipulating the media and world opinion, or controlling ports and airfields (and the special abilities they confer on their controller). Government airpower and armor struggle against ambushing guerilla bands who fade back into the jungle without a trace. Secret police ferret out traitors while the population is bombarded with propaganda in a desperate



race for the hearts and minds of the natives. Careful about your atrocities — the UN may choose to intervene and disrupt your carefully laid plans!

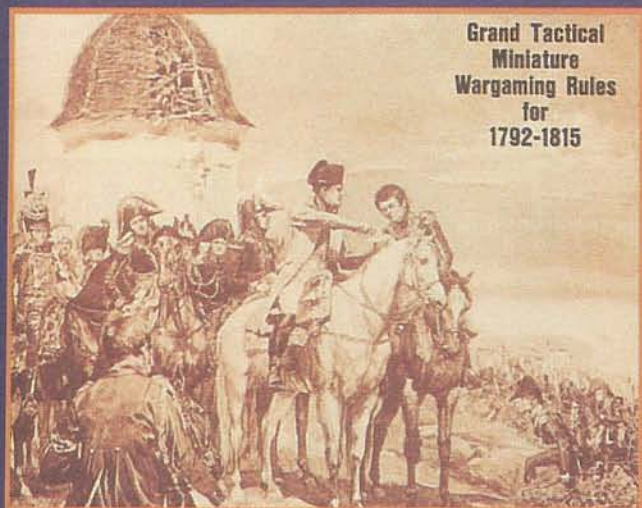
GUERRILLA is a fast paced card game for 3-6 players ages 12 and up. (Only \$25.00 for three to six players! How many card games can you say that about?) Playing time is 1-2 hours, depending on the number of players.



GUERRILLA #896 \$25.00

Napoleon's Battles

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- Albuera—May 16, 1811
- Lützen—May 2, 1813

Clearly, no historical miniatures fan could count their collection complete without **NAPOLEON'S BATTLES MODULE 2** — history awaits its authors!

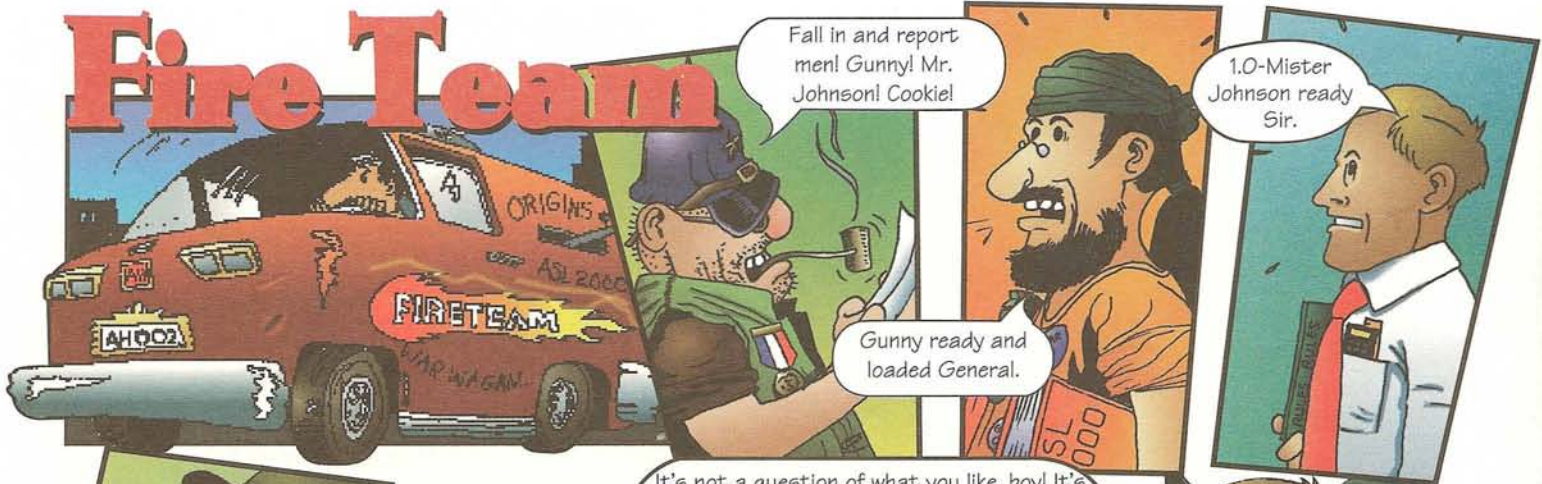
NAPOLEON'S BATTLES MODULE 2 #8832 \$15.95



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Fire Team



Fall in and report men! Gunny! Mr. Johnson! Cookie!

1.0-Mister Johnson ready Sir.

Gunny ready and loaded General.



I reckon I'm ready, but I don't like it.



It's not a question of what you like, boy! It's a matter of honor and dignity. Now you see them silly looking momma's boys just walked by? Them role-players? They're the enemy. And you'll treat them as such. Is that clear!

Yes Sir!

I can't HEAR you!

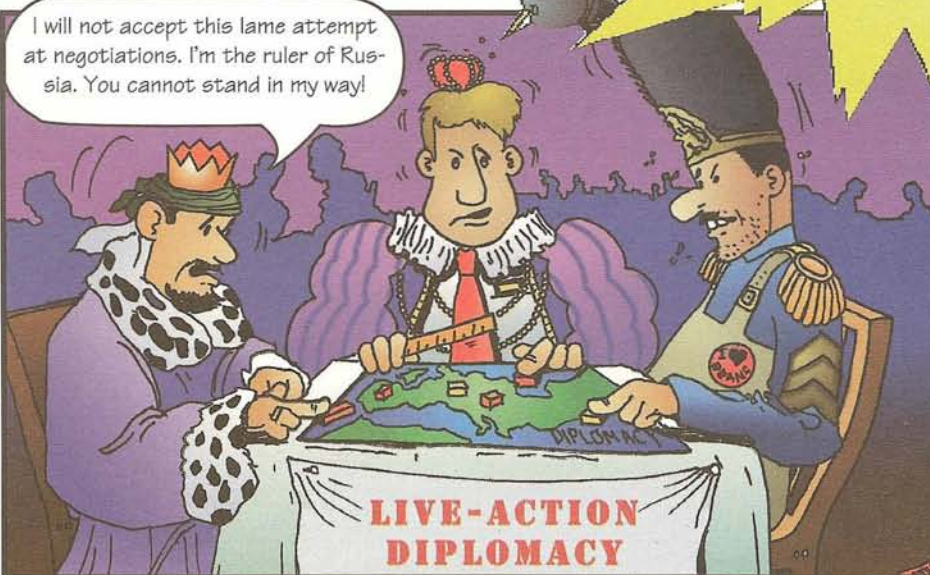


YES SIR!

Now, let's show these lilly-livered, pea-brain sissy youngins how to play games !!!



I will not accept this lame attempt at negotiations. I'm the ruler of Russia. You cannot stand in my way!



LIVE-ACTION DIPLOMACY

What ever happened to Semper Fi ?



The article rankings for Volume 29, #2 were spectacular! The overall rating for the issue was 2 and the number of responses we received were staggering. Keep them coming; we want to know what you like...and what you don't like.

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Game "situation" contests are usually harder to create and much harder to win. However, situation contests are much more challenging and many of you prefer them over the generic pick-the-counter puzzles. The solutions sent in for Contest #167 (Vol. 29, #2) were lengthy. People sent in page after page of solutions. I tell you true, it was terribly hard to pick a winner. Theoretically, many of the solutions sent could "conceivably" work. But there was only one person who came close to the actual moves alluded to by Mr. Greenwood. Congratulations Mr. Jeff Souder of Pekin, Indiana. You saved the British from a terrible embarrassment.

★★★★★

We are happy to report that AVALONCON '95 was awarded the bid to host DIPCON XXVIII in Hunt Valley, MD next August. Jim Yerkey, the AVALONCON *DIPLOMACY* GM for the past three years, presented the winning bid and was thereby elected chairman for DIPCON XXVIII. AVALONCON won the bid by a 21-14 vote against a competing bid by the NY Games Board presenting on behalf of ORIGINS '95 at the new Philadelphia Convention Center.

★★★★★

The solution for Contest #168 (printed in the last issue) is as follows:

The Allied player should not accept the result and end of day, since doing so leaves Omaha Beach in German control for another day. The consequence of that is that the Allies will waste 18 unused supply on Omaha which they can neither save nor spend without control of the beach. In addition, the American reinforcements will be unable to land in the Regroup Phase and the Germans will have a +5 drm with which to attempt to blow the Omaha Beach bridge in the next impulse on June 8. This is too much to sacrifice at this point in the game.

However, neither should he spend the Advantage for a reroll since the odds of prolonging the day with a dice roll (greater than or equal to) 8 are only 28% and the chance of creating Overcast to aid German counterattacks and supply situations are nearly 14%. Moreover, the chances of failing to clear Gold Beach on a reroll are 16%.

Therefore, the best move is to allow the result to stand and spend the Advantage to

The Infiltrator's Report



declare a Double Impulse. Since a player can see the results of an impulse before deciding to declare a Double Impulse, the Allies can now clear Omaha Beach in safety knowing full well that the day will end immediately thereafter and before the German 352nd Artillery can bombard his spent units on Omaha.

Furthermore, the Americans should avoid the temptation to exploit out of Omaha following the likely Overrun there. Although he could easily bag the disrupted Coastal Artillery in Grandcamp and Port-en-Bessin also, doing so avails him very little since he cannot regain the Advantage in the same impulse he spent it and Sunset drms are meaningless with the day already over. Best to "bank" these disrupted sitting ducks for tomorrow's action when they can be used to regain the Advantage with three easy kills if the German defense for Trevieres can be eliminated in the same impulse when the Americans explode out of Omaha Beach.

★★★★★

Occasionally we get a letter that is so unique, it requires special attention. Well, such a letter graced my desk in early August. I'll summarize the main points here to show you how valuable Avalon Hill games are and how dangerous it is to trust them with anyone:

In 1986, a gentleman by the name of Yasar Sensoy left Canada and returned to his country of Turkey to serve in the military. Thinking with his head, he took his Avalon Hill games with him (*THIRD REICH*, *PANZERBLITZ*, *PANZER LEADER*, *PANZERGRUPPE GUDERIAN*, *ASL*, *ARAB-ISRAELI WARS*, and *B-17*) to leave at his parent's house. Being one of the only English-speaking natives on base, the base commander assigned him to translate US military equipment manuals. The room given to him for this work had a lot of tables—more tables than he needed. One day, he decided to bring the games in to show his company commander. His CO was fascinated by the notion that, in America

and Canada, games of this type were allowed to be played and purchased by the general public. So, they set up *PANZERBLITZ* and had one hell of a good time. News of this experience reached the base commander who called Yasar to his office. The base commander asked him to set up the games on his empty tables so other commanders and privates on base could be shown and taught all the military symbology. The games were displayed for months until Yasar's time in the service was up. A month before leaving the base, another soldier (who had just finished his service) offered to take the games back to Yasar's parents house. Yasar agreed and they both loaded the games into the back of the man's truck. That was the last time Yasar ever saw those games. They never reached his parents, and he never saw the soldier again. The only game he managed to keep was *B-17*.

★★★★★

The Marine Corps Association has just published a new book titled *Mastering Tactics: A Tactical Decision Game Workbook*, written by Maj. John F. Schmit. The book contains fifteen ground combat problems and corresponding discussion about possible tactical solutions.

Mastering Tactics is designed to teach an approach to tactical decision-making and to illustrate how Marine Corps maneuver warfare concepts are applied at the squad, platoon, company, and battalion levels.

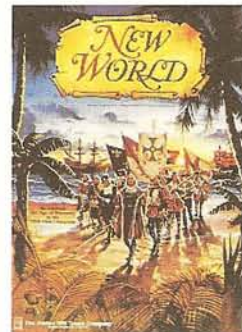
The specifics of the book include:

- A forward by Maj. Gen. Paul K. Van Riper, USMC
- Introductory articles on maneuver warfare and tactical decision-making
- Fifteen tactical decision games
- Appendices on military terminology, map symbols, combat orders, and the organization and equipment of Marine Corps units
- Index of tactical terms and concepts

This book is a must for any wargamer interested in tactical decision making. It's like having 15 little games rolled into a 108 page manual. The situations aren't simple and require thought and skill.

To order *Mastering Tactics*, call the Marine Corps Association Bookservice at 1-800-336-0291. All major credit cards are accepted. The cost is \$11.95 for Members, \$14.95 for non-members, plus \$2.00 for shipping.

COMING
UP
NEXT
ISSUE



5TH FLEET™

In **5TH FLEET**, Avalon Hill's new computer game of modern naval operations, you're in command in the Persian Gulf and Indian Ocean.

It's up to you to keep the vital sea lanes open and prevent the ultra-nationalist Russians from establishing client states in the region.

You have the entire spectrum of naval power available to you—ships, submarines, and aircraft, including *Nimitz*-class carriers, *Seawolf* attack submarines, F-14D Tomcats, and F-117A stealth fighters.

5TH FLEET is a completely updated and redesigned version of Victory Game's highly-popular boardgame of the same name. Let the computer keep the records—you can concentrate on strategy and command.

Hi Res VGA graphics give you super-realistic combat and radar screens, based on actual U.S. Navy tactical displays. You'll use the "satellite-eye" view of the Indian Ocean region to find out what command strategy in a modern navy is really like.

Best of all, **5TH FLEET** is flexible, with three ways to play!

- **Computer opponent** — our new AI-based competitor program has adjustable difficulty levels, and will give you a run for your money.
- **Head to Head** — two players can use the same machine in a turn-based game.
- **Play by E-Mail** — register your moves via E-Mail to expand your circle of opponents (supported by international computer networks such as Internet, CompuServe, GENie, America OnLine, and Prodigy).

FIFTH FLEET—IBM . . . #4003054

Available on: IBM PC compatibles.
Required: Processor 386 or better.
Min. 2 MB memory. HD.3.5"
Floppy, Hard Drive, VGA
graphic card & monitor,
mouse, support,
SoundBlaster Pro
& compatible cards.



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CIC—dispatch your naval forces to meet the enemy threat.



Zero in on enemy attack subs.



Beautiful "satellite eye" view of an Indian Ocean region.

Actual screen graphics may vary.